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NINTENDO POWER™

VOLUME 23
U.S. $3.50 Canada $4.50

POWER BLADE

Alienated Computers

► **Super Hits!**

Monopoly
Sword Master
S.C.A.T.

► **Plus!**

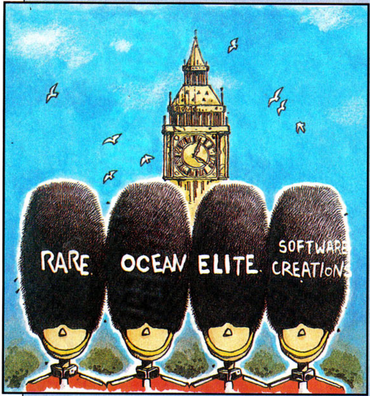
Game Boy: Giant
Special Section

Official Nintendo Seal of Quality ™

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

POWERLINE

Hi readers! Before you dive into the features, check out the Special Report. Have you ever wondered where the hits come from? Have you even thought about making games yourself? We'll meet the developers of top-rated games to find out what goes on behind the scenes—and what it takes to make a winner.



● Starting the NES action for April is a futuristic combat game: Power Blade. It's a little bit Mega Man, a little bit Rambo, a little bit Operation C with some Terminator thrown in, but it's still its own game. A Super Computer controls society, and Nova, the stellar hero, combats his enemies armed with only a boomerang. It's some boomerang, though! This Power Blade keeps you coming back for more!

● Our second feature, Sword Master, brings you back from the future to a time of chivalrous knights and spells that worked magic. Its unusual double-scrolling background sets it apart from the crowd, and with its great graphics and realistic sound, you'll almost feel your sword strike!

● For a change of pace, try NES Monopoly. It's like the original, only better: there's no searching for lost dice, taping torn deeds, or finding the stack of twenties that disappeared when you left to get a drink. You can't steal from the bank, but you can earn money the old-fashioned way: monopolize property and raise the rent!

● This month's Game Boy section had to be huge to cover the great games coming out! We're featuring some new titles and some translations of classics.

One of the all-new titles is Sword of Hope, one of the deepest games produced for Game Boy yet. It's an epic adventure in the spirit of Shadowgate and The Uninvited.

Ultima: The Runes of Virtue features a familiar name in a new adventure made just for Game Boy. With the same intriguing characters wrapped in a mysterious story line, it's bound to be a hit with fans of the NES and PC versions.

Caesar's Palace is a sure bet for those of you with sporting natures. With all of the big games featured in Vegas, such as Black Jack and Roulette, the Game Boy version is a casino-to-go.

* * * *

NINTENDO POWER™

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VOLUME 23—April 1991

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NINTENDO POWER

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NINTENDO POWER™
VOLUME 23 APRIL 1991

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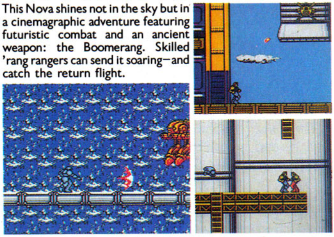

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Only Jake can destroy the monsters that are springing from the earth's center. He tampers with time and teaches a lesson.

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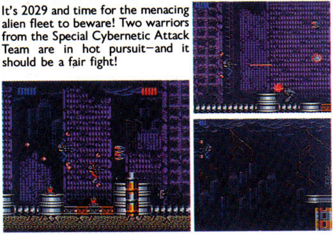

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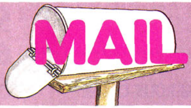


Last winter, before things heated up in the Persian Gulf, we got lots of letters from troops stationed there who had lots of time on their hands. Now, of course, they're actively involved in military action. We all appreciate their efforts and hope that they come home safely—and soon!

On behalf of my fellow roommates and me, thank you for breaking the boredom of Desert Shield. Our navigator's wife sent him a Game Boy system with Baseball and Tetris. Life hasn't been the same since. The navigator has since moved to another part of the camp but we still borrow his Game Boy whenever he's flying.

Our unit, the 37th Tactical Airlift Squadron, flies C-130 Hercules and we're normally stationed at Rhein-Main AB near Frankfurt, Germany. We've been deployed since the end of August. We live in plywood shacks with air conditioners. We call our quarters "hooches" and we live 6 men to a hooch. We get a lot of flying time here and the flying is great but we look forward to going back to our families.

CAMEL
0550
435 TAW

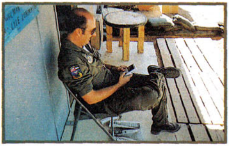
Lt. Bollwitt, a pilot with the 37th Tactical Airlift Squadron.

1st Lt. Michael D. Bollwitt
Operation Desert Shield

GAME BOY IS HOT IN THE DESERT

I am an Air Force member taking part in Operation Desert Shield over here in the Persian Gulf. The Game Boy is, second only to a deck of cards, the weapon of choice against boredom. About every third person here has one, and they're constantly being used. Game Boy truly is the official pastime of Operation Desert Shield!

Staff Sgt. William J. Lucas
Operation Desert Shield



Tech. Sgt. Lyle Inscho takes command of the Game Boy and settles in for some portable R&R.

A relaxed style pays off for laid back Staff Sgt. Mark Moore.

I am currently serving with the U.S. Marine Corps in Operation Desert Shield. As you may have heard, the days and nights are long. I recently received a Game Boy in the mail. It's great! It's a big hit over here. I mean, who wants to play Frisbee when you can play Nintendo games? With all our spare time, most of us have mastered the games we have.

Lance Cpl. Rob Young
Operation Desert Shield

I am an Army Staff Sergeant on Operation Desert Shield and was sent a Game Boy as a present. Up until now, I thought of Nintendo as a kid's game. I thought I'd drop a line to let you know there are a lot of big kids enjoying your games in Saudi Arabia. Thank you.

Staff Sgt. Brian Gilmartin
Operation Desert Shield

Staff Sgt. Harry Jenkins is intent on scoring tetrads. Talk about concentration!

TREASURE ON TORTOLA!

Where were you last December? Buried in snow? Chasing reindeer off the porch? Not so for John Collins of Goose Creek, South Carolina, winner of the Final Fantasy Treasure Quest. John, his dad, and three friends flew south for a holiday adventure in the tropics. Once they reached the British Virgin Islands they were faced with mysteries, clues, dragons and Final Fantasy characters including Matoya the Witch and a sleeping elf. Using hints left by Captain Bikke, Master John and his courageous cohorts swiftly unraveled the ancient secrets and found many objects of magic and power such as giant crystals and a Sony Camcorder. When John and the Light Warriors weren't digging up treasure at Fort Recovery, they had a chance to check out some of the local attractions. One day it was deep sea fishing and the next snorkeling in the caves of Norman Island where real pirates once stored their loot. Above, John conquers Spyglass Mountain. Below, the group displays the day's catch.

From right to left, the four Light Warriors were Robert Phillips (White Mage), John Collins (Master), Benny Erese (Knight) and Michael Flowers (Black Mage). Their real life adventure took them into a rain forest on the top of a volcano and across the sea in a pirate ship. Out of costume, the Light Warriors look like your average Nintendo Power fans.

YUK IT UP WITH MARIO!

Readers send lots of original Nintendo jokes. Some are good for a few yuks; others are just yucky!

Q: Why did Mario cross the road?
A: Because he couldn't find a warp zone.
Lindsay Polk
Boise, ID

Q: What kind of fish would dare to attack Mario?
A: A Barakoopa.
Charlie Byers
Calabasas, CA

Q: How does Mario know what will happen in the future?
A: He uses a Luigi board.
Steven Barry
Smyrna, GA

WANTED: POWER TEAMS

With 2-, 3-, and 4-player games like Super Spike V'ball and NES Play Action Football, players are teaming up to record hot scores. Are you part of a truly tremendous twosome? Threesome? Foursome? Send us a team photo! We'll print some pictures in a future issue.

Nintendo Power
Player's Pulse
P.O. Box 97033
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POWER BLADE™

TM&©TAITO 1991

GAME PAK · DATA BOX

POWER BLADE		
MFG TAITO		
MEMORY	1M×1M MMC3	——

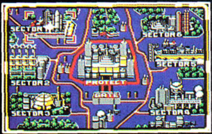
POWER METER	
Graphics & Sound	3.7
Play Control	4.0
Challenge & Excitement	4.2
Theme & Fun	4.0

New Earth Needs Nova

Something's gone wrong in the automated control center of New Earth. Alien armies have taken the Master Computer by force and are poised to launch an all-out attack on the unsuspecting citizens. As Special Agent Nova, you have been called to eliminate the alien menace and restore order to New Earth. First you must collect Tape Units from the Data Bases in six Sectors. Then you must move on to the Control Center and re-program the Master Computer. There are mechanized guards in each Data Base and Sector defenses have been set to destroy all intruders. Good luck, Nova. The future of New Earth is in your hands.

Survey Six Sectors

The Sectors surrounding the Control Center are all equally challenging to complete. You can enter them in any order. If one Sector is giving you trouble, move on to another and return when you have better weapons. Collect ID cards from Agents hidden in each Sector. Then enter the Data Bases and retrieve the Tape Units.

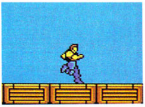


Enter the Sectors in any order. Once you've retrieved the Tape Units from all six Sectors you'll be allowed to blast into the Control Center.

Nova Has The Power

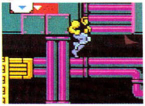
Special Abilities

RUNNING



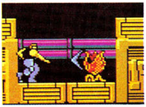
Push Left and Right on the Control Pad and run through the Alien-infested Sectors.

JUMPING



Press the A Button to jump. Hold it down for extra long jumps.

THROWING

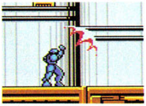


A Steel Boomerang is your main weapon. Press the B Button to throw it.

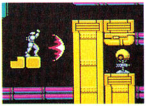
Weapons and Items

POWER SUIT

There are two Power Suits hidden in each Sector. With them, you can withstand three enemy hits without taking damage.

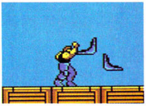


While you're wearing the Power Suit nothing can stop you until you've been hit three times. The Power Suit also allows Nova to use the mighty Power Blade which can cut through most enemies with a single hit.



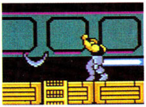
Not only is the Power Blade your most effective weapon against enemies but it can also pass through obstacles and barriers in order to clear the path ahead.

MULTI 2



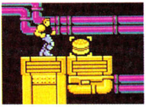
Collect this item and you'll be able to throw two Boomerangs at once.

BOOMER 2



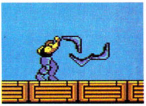
Collect the Boomer 2 and double the strength of the standard Boomerang.

HAMBURGER



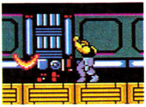
Grab a bite to eat and some of your energy will be restored if you've been damaged.

MULTI 3



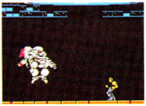
Keep three Boomerangs in the air at once after collecting this useful item.

BOOMER 3



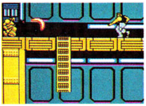
The great strength of the Boomer 3 is rivaled only by the awesome Power Blade.

ENERGY TANK



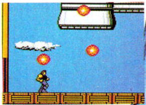
There's one Energy Tank hidden in each Sector. Use it to completely refill your energy.

STAR



Stars add power to your Boomerang tossing abilities. Collect three for maximum distance.

GRENADE



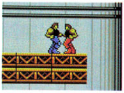
These powerful explosive devices damage all of the enemies on the screen. Nova can carry up to four at once.

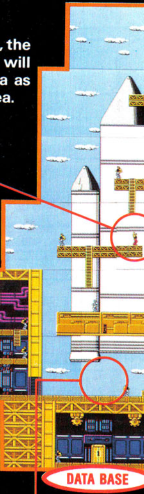
SECTOR - 1

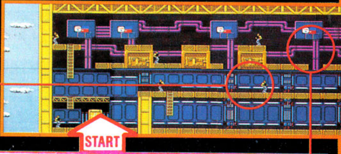
The first Sector that the Aliens invaded was the heavily guarded New Earth Rocket Center. Now that the Master Control Program has been changed to follow the orders of the Aliens, the center's defensive mechanisms will cause as much trouble for Nova as the Aliens sent to guard the area.

Agent Rendezvous

Special Agents with ID Cards are hiding in every Sector. You must meet with them before reaching the Data Base Gates. The Sector 1 Agent is on this platform.

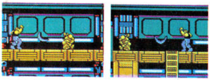






Power Up

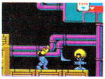
Simple minded Soldiers of the Alien realm make a feeble attempt to guard this area. Run from one end to the next and pick them off while grabbing special items.

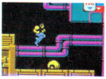


Gain strength quickly here by defeating the Alien Soldiers and collecting the items they leave behind.

Level With Them

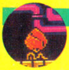
Jump to the same level of the Armored Defense Mechanisms and their Armor will lift for a moment as they fire, revealing a weak spot.





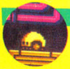
Toss the Boomerang as soon as the armor opens. One quick hit will do the trick.

THE ENEMY FORCE



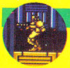
PLANT TRAP

The biologically mutated Plant Traps send out showers of fire.



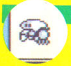
ARMORED DEFENSE

These quick moving devices are vulnerable when they open.



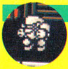
ALIEN SOLDIER

The Aliens have relegated their humanoids to the lower ranks.



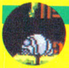
FLY BY

Don't let these creatures bug you. Let 'em approach and knock 'em out.



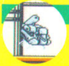
BOUNCING 'BOT

These Acrobatic Alien creations are hard to nail down.



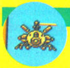
AUTO-ARMADILLO

These mechanical land crawlers flip and jump as you approach.



MORTAR MECHS

Shells arch out of these machines and hit targets on the ground.

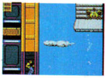


AIRBORNE DEFENSE

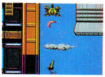
Mini-Helicopters loaded with heat-seekers attack from the air.

Air Attack

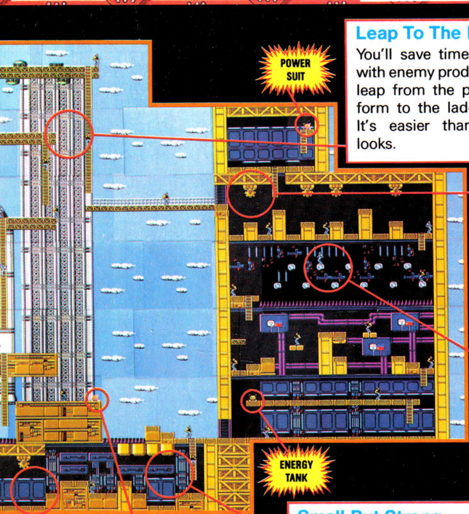
Airborne Defense Mechanisms are no problem if your Boomerang is powered up. Wait until they're directly above you and toss it straight up.



Knock out the flying bombs as they approach and aim straight up as the enemy flies above you.

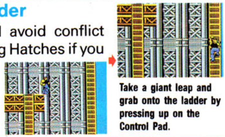


Enemy target hit! Master the use of the Boomerang and learn to throw it in all eight directions. You'll be unstoppable.



Leap To The Ladder

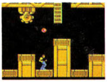
You'll save time and avoid conflict with enemy producing Hatches if you leap from the platform to the ladder. It's easier than it looks.



Take a giant leap and grab onto the ladder by pressing up on the Control Pad.

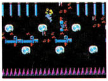
Turret Trouble

The Turrets are invincible. Avoid their fire and keep moving.



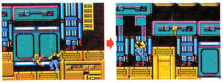
Watch Your Step

Jump from one block to the next and avoid falling at all costs. The spikes are deadly.



Small But Strong

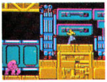
The Compact Explosive Charges that drop from above skitter across the surface until they hit something. Wait for them to explode, then run.



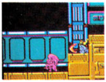
The Charges drop one at a time. Let them detonate, then run.

Watch the Bouncing Ball

Cannonballs pop out of these devices with only enough force to bounce a short distance and explode. Stay out of reach and aim for the source to put them out of commission.

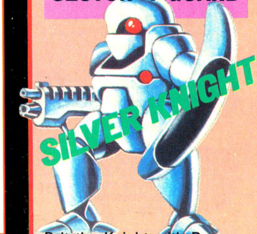


Avoid the Cannonballs as they're fired and aim for the source.

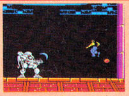


If you've collected enough Stars your Boomerang will hit them from a safe distance.

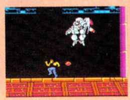
SECTOR-1 GUARD



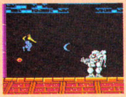
Pelt the Knight with Boomerangs as quickly as your abilities allow. Then run under it as it flies across the room.



Try to stay as far from the Knight as you can and jump over the shots. Then unleash your own Boomerang attack.



As the Knight thrusts to the other side of the room, run to the opposite side, making sure that you avoid its shots.



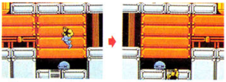
Try to stay at a safe distance as you pelt the Knight with as many Boomerangs as you can toss.

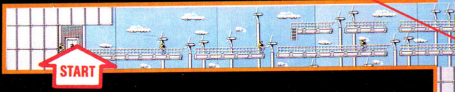
SECTOR-2

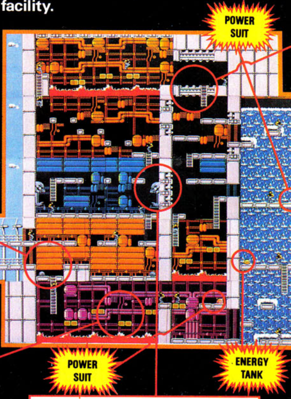
The New Earth Power Plant has been a key conquest in Alien plans to control the planet. With the Energy Plant in their grasps, they can give as much or as little power as they want to the citizens of New Earth. The population is at a standstill as long as the Aliens occupy this combined hydraulic and air-powered facility.

Time It Out

The Power Plant defense system is equipped with several indestructible devices like this fast-moving mechanism. Watch it move, and jump to the ladder when it looks like the path is clear.

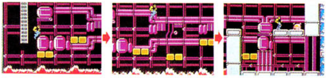

Try to reach the ladder with a quick leap before the device can hit you.





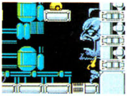
Beware Of Frozen Blocks

The Blocks that don't move up and down have been set as traps by the Aliens. Just seconds after you land on them, they'll drop into the flames. Step lightly and keep moving.


Be suspicious of blocks that don't move.

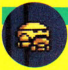
Face To Face

To pay homage to their leader, the Aliens have designed these launching mechanisms in his likeness. Stay under them and throw the Boomerang upward.

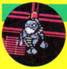

Pop the alien leader's likeness with an uppercut to freeze it.

THE ENEMY FORCE

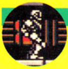
SWOOPERS


Flying in waves, the Swoopers try to take you by surprise.

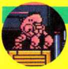
FLYING FISH


Popping out for only a second, the Fish spit out fireballs.

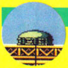
ZOMBIES


These beings don't stay down for long. Hit them and get away.

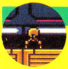
CRAWLERS


Cannonballs roll out of the Crawlers and explode in seconds.

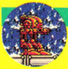
HATCHES


These machines produce creatures until you knock them out.

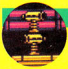
EXPLOSIVE CHARGES


Skittering across the surface, the Charges self-destruct quickly.

WALKERS

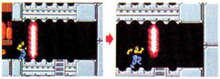

Walkers are strong and powerful. Hit them and dodge quickly.

TWO-WAY CANNONS


Pointing left and right, the Cannons are hard to approach.

Blast Of Hot Air

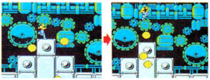
Flames shoot from above and below in this area. Look for safe spots and move as soon as the flames temporarily retract.

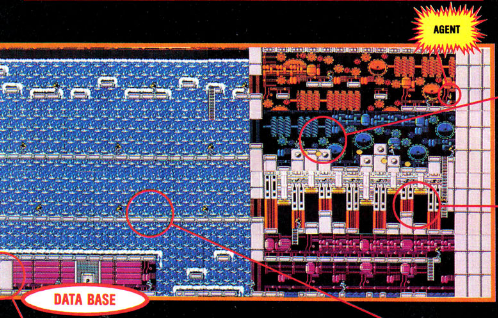


Run to a safe spot when the flames go out.

Off-Speed Defense

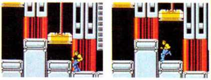
The Indestructible Balls rotate around their central mechanisms at varying speeds. Study them and jump when they pass.





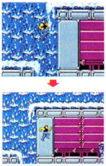
Pass The Pistons

The Pistons fall quickly after they get to the top. Leap over the gap as they're rising.



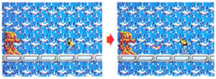
Super Shortcut

While this wall looks like an impassable barrier, you can jump right through it and enter the Data Base quickly if you have an ID Card.



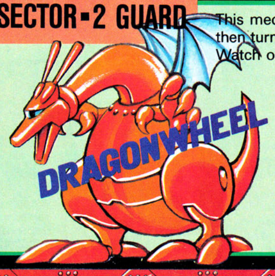
Surprise Attack

Stun the Walkers with a Boomerang blast as soon as you see them.



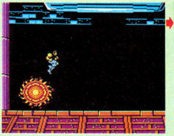
If you throw Boomerangs at the Walkers immediately, they'll never know what hit them.

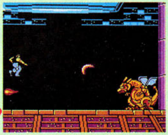
SECTOR-2 GUARD



This mechanical Dragon breathes fire, then turns into an invincible Firewheel. Watch out!

Run to the other side of the room when the Dragon transforms and avoid contact.

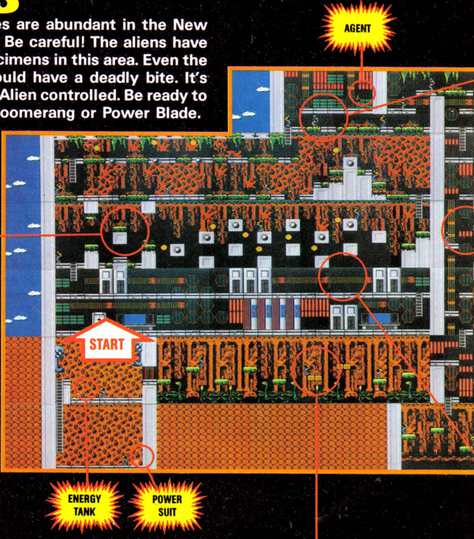




Jump over the Dragon's flames and counter with your own attack.

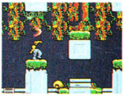
SECTOR-3

Experimental plants and creatures are abundant in the New Earth Biological Research Center. Be careful! The aliens have been experimenting with the specimens in this area. Even the most harmless looking beings could have a deadly bite. It's best to assume that everything is Alien controlled. Be ready to fight off the creatures with the Boomerang or Power Blade.

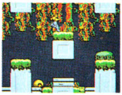


Blast The Source

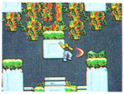
Enemy producing Hatches are vulnerable to your hits while they are open. Take down the airborne creatures first. Then hit the Hatches.



Jump on the first platform. Then toss Boomerangs straight up to take out the first Hatch.

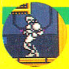


After the first Hatch is out, jump to the next platform and fight the creatures coming from the second Hatch.



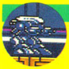
Drop down to the right of the platform, hit the enemy to the left and take out the Hatch on the right.

THE ENEMY FORCE



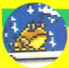
POWER SUIT FIEND

This intruder is a duplicate of you with the Power Suit.



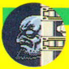
MINI-WALKERS

These machines pack a lot of power in small package.



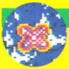
ACID FROGS

These creatures leap and let go of small shots.



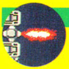
THE LEADER'S LIKENESS

While opening and closing his mouth this being releases bubbles.



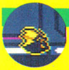
SPARKS

If you stay in certain areas for too long, these charges appear.



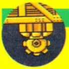
FLAME JETS

These scorchers only blast for a few seconds at a time.



ROBO-BATS

After hanging around, these machines fly into action.

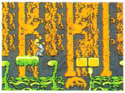


TURRETS

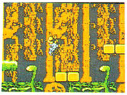
These unbeatable blasters fire slowly. Watch them and run.

Watch The Platforms

The two double-block platforms in this area move up and down. Jump when the platform that you're targeting reach its lowest point.



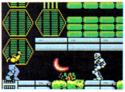
The gap is two wide when the target platform is at your level.



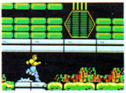
Wait for the platform to reach its lowest point. Then jump!

Zap The Zombies

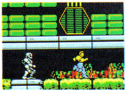
A highly experimental humanoid strain haunts this area. They don't pose much of a threat but they do recover quickly from damage. Hit them and run.



When the Zombies draw near, toss your Boomerang. They go down with one hit.



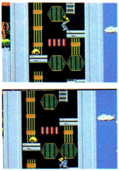
Pass the Zombies while they're down for a few seconds.

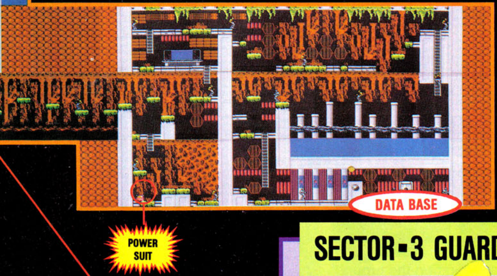


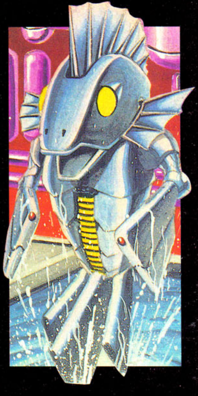
You should be able to get past the Zombies before they come back to life.

Mid-Air Moves

Mid-air movement is simple in this game. As you're falling, move to the left and right and you'll be able to avoid platforms that have enemies on them. Just drop down and move.

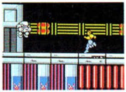


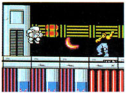




Bouncing 'Bots

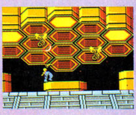
Not only are the robots in this section fast but they're strong, too. Hit them with as many Boomerangs as you can when they bound toward you.



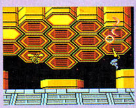


You should power-up to throw two or three Boomerangs at once in order to take on these mechanoids.

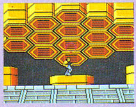
SECTOR-3 GUARD



Move to a position under one of the Bee producing sections and hit Bees as they approach.



Toss Boomerangs through the open sections of the Hive to stop Bees from coming out.

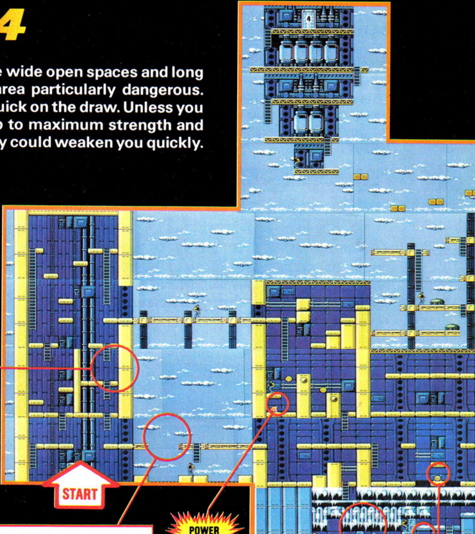


Once all four sections have been blasted, the Hive will self-destruct.

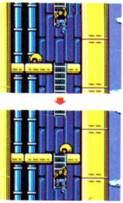
Bees fly out of four sections of the Hive. Wait under the individual sections and toss Boomerangs upward.

SECTOR-4

Sector 4 is under construction. The wide open spaces and long gaps between girders make the area particularly dangerous. The aliens on guard here are very quick on the draw. Unless you have your Boomerang powered-up to maximum strength and toss it as soon as you see them, they could weaken you quickly. Watch your step and get moving.

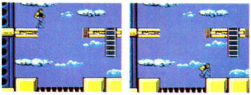


Drop And Climb

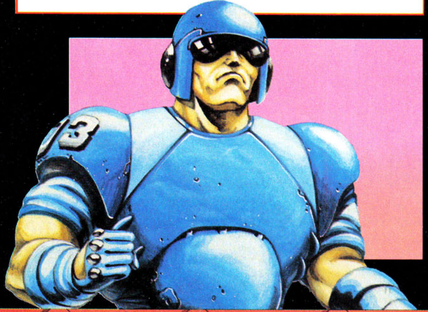


There's no need to disarm the armored devices in this area. Just drop down after they pass the ladders and climb down quickly before they come back.

Fall To Safety

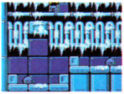


This gap is too long to jump from one raised platform to the next. When you jump you'll just clear the spikes and land on the ground below the platform.

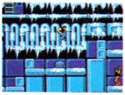


Jump Around

The small armored mechanisms are invincible. Avoid them by watching their pattern and jumping after they pass by.



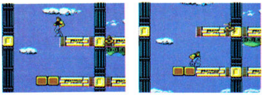
Watch the pattern of the mechanisms from the ladder and drop to a block between them.

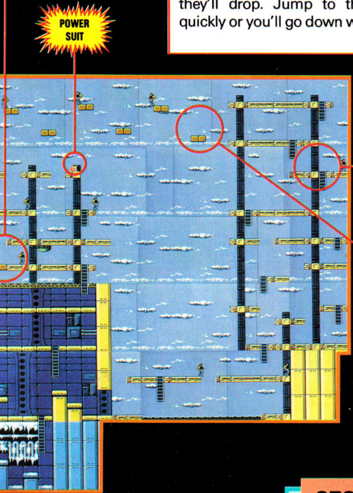


Jump in the path of the mechanism after it passes. Then leap over it when it comes back.

Touch And Go

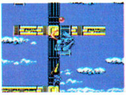
Seconds after you land on the blocks attached to the platform, they'll drop. Jump to the girder quickly or you'll go down with them.





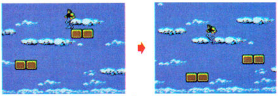
Catch 'Em Off Guard

The enemies move quickly in the girder tower. Hit them as soon as you can. They may not have a chance to react.



Catch Some Air

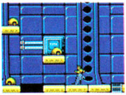
The blocks move up and down at varied speeds. Jump from one to the next when the platform you're on is high and the target platform is low.

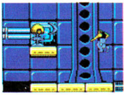


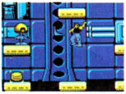
Jump when the next platform is as low as it can go.

One By One

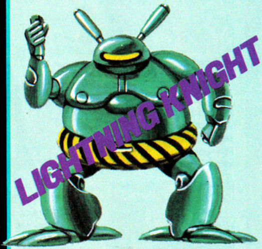
Blast the Armored Defense Mechanisms as soon as you have a clear shot. Don't move until they're all gone.



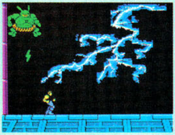




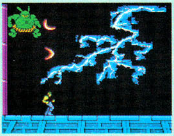
SECTOR-4 GUARD



The Lightning Knight swoops down and tosses Bolts. Stay in a safe spot left of the center and pick him off.



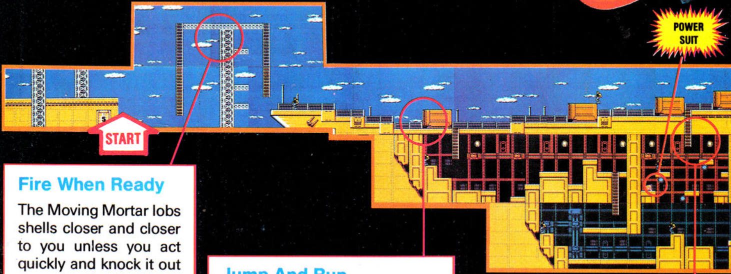
Stay just left of the center and the Knight won't touch you.



Toss a mass of Boomerangs straight up and you'll get him as he flies by.

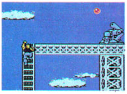
SECTOR • 5

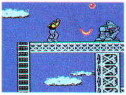
The Aliens have insured no possible escape for the citizens by taking charge of the New Earth Shipyard. The built-in defenses are relatively light compared to some areas. The Alien Soldiers, though, are out in force. Try to get a Power Suit early on and you'll be able to take out the Aliens with the Power Blade from behind steel barricades. The ship's walls work as a perfect shield from the weapons of the Aliens.



Fire When Ready

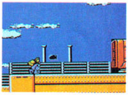
The Moving Mortar lobs shells closer and closer to you unless you act quickly and knock it out as soon as you can.





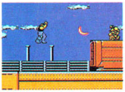
Jump And Run

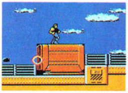
The Triple-Barrel Cannons fire shells from any of their barrels. There's a long time between shots, though. Jump when they fire, then move.



Jump up to avoid the shell as soon as the Cannon fires.

Hit the soldier on the Cannon with a swiftly thrown Boomerang while you're in the air

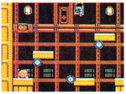




Climb over the Cannon and get ready to avoid a shell from another Cannon on the other side.

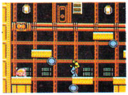
Power Suit Pursuit

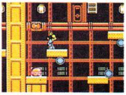
It's good to grab the Power Suit as soon as you can in this Sector. Drop straight down from the ladder and jump over to the Suit when the path is clear.



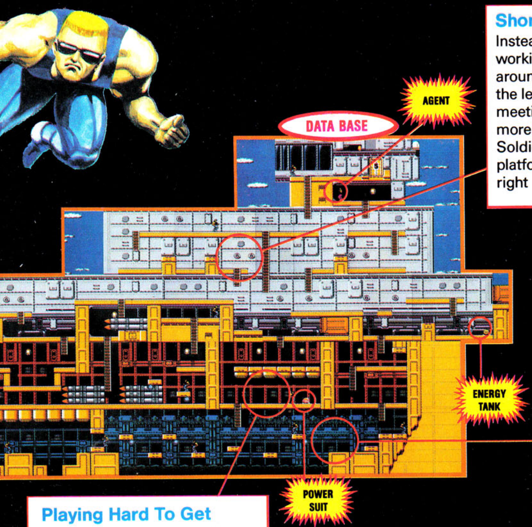
Drop down from the ladder and make sure to avoid the Rotating Ball.

Jump to the next platform when the Balls are in a position so that they won't hit you.

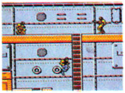




Take the Power Suit and move on to the Data Base.



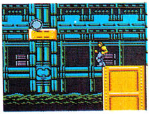
Shortcut



Instead of working around to the left and meeting more Alien Soldiers, you can jump from the platform to the ladder on the right here.

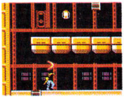
One Way Gap

You should be able to jump from left to right easily here. Don't even try to jump from right to left, though. The gap is too wide.

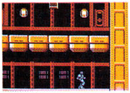


Playing Hard To Get

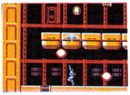
This Power Suit is in an area where Explosive Charges could drop at any second. If you're low on energy you may not want to risk defeat over getting the Suit.



Drop to the floor and try to clear the area of Explosive Charges before you move in.

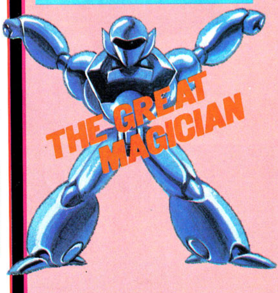


Take the Power Suit and try to get rid of all of the Charges. Then make a run for it.

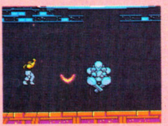


Climb down the ladder and move on as soon as the coast is clear.

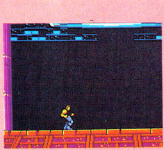
Sector-5 GUARD



The Great Magician appears and disappears. With each appearance he releases five Fireballs. Keep your distance.



As soon as the Magician appears get ready to toss the Boomerang.



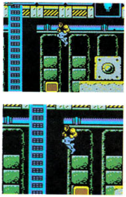
The Magician is vulnerable to the Boomerang only when firing his Magic. Stay on your toes.

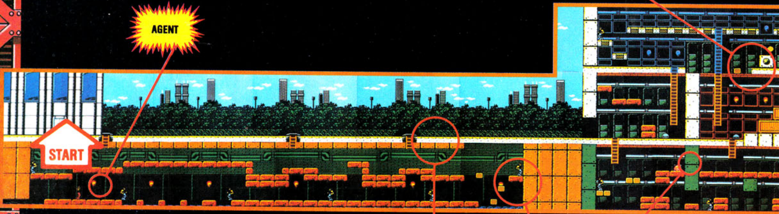
SECTOR-6

The city is a nest of Alien activity. Even the sewers are crawling with strange creatures. Your contact is hidden deep in the sewers and the Data Base is on the top floor of the highest building. You'll have to cover a lot of unfriendly territory in order to see your mission through in this Sector. Watch for disappearing blocks and plenty of Armored Defense Mechanisms.

Patience Pays

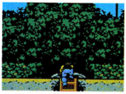
You won't be able to make the jump to the ladder by yourself. If you wait for the blocks to appear, though, you can skip right over.



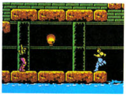


Take It To The Street

Travel along the street until you reach the third ladder so that you can take down Alien Soldiers for easy Power-Ups. Then work to the left in the sewer to meet up with the hidden Agent.



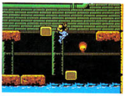
Take the third ladder down to the sewer level.



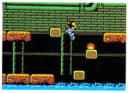
Run to the left and find the Agent for the Data Base ID Card.

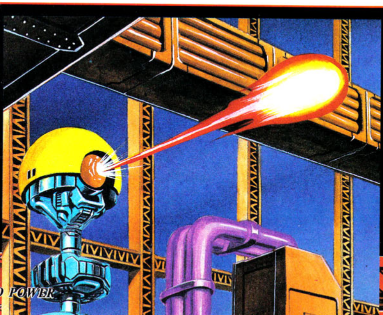
Disappearing Blocks

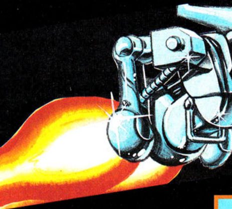
Three Blocks appear and disappear at various times. Wait for the lower blocks to appear and jump to the right platform. Then wait again and jump to the left.



Reach the upper left block by first climbing up to the right.

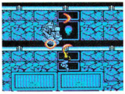


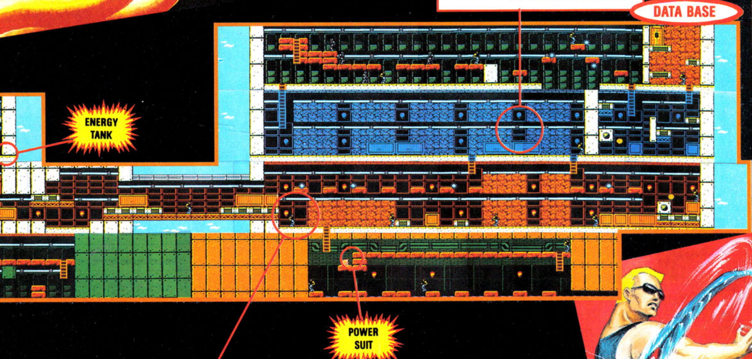




Stun 'Em

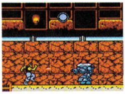
Hit the Aliens as soon as you see them and they'll never have a chance to use offensive force.



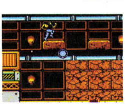


Take The High Road

Jump from one platform to the next here and keep from falling to the floor. You'll avoid a lot of enemy contact and find a shorter route to the upper level.

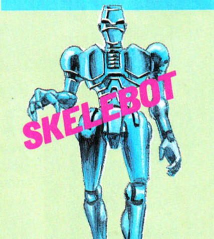


Leap from platform to platform and avoid the Rotating Balls.

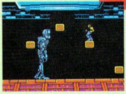


You'll avoid contact with underground aliens by traveling above the floor.

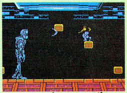
SECTOR-6 GUARD



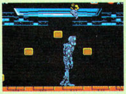
This mechanical monstrosity walks back and forth and occasionally leaps across the room. Aim for his shoulders.



Try to jump on the appearing and disappearing blocks to get a higher perspective on the battle.



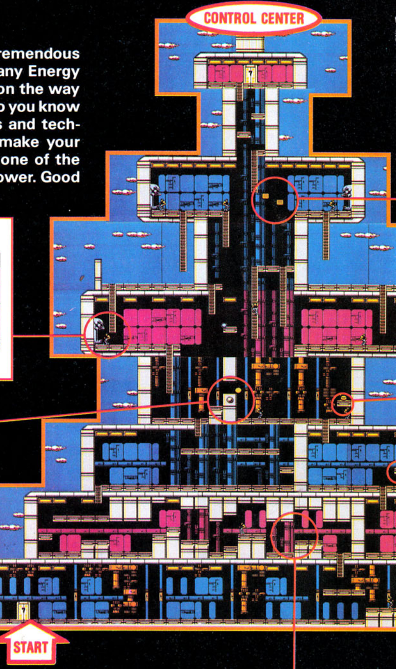
Toss the Boomerang, aiming for the Skelebot's shoulders. Then get out of the way.



Jump over the Skelebot as it approaches. Then climb onto another block and try to hit it again. If the Skelebot jumps, make a run for it.

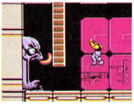
SECTOR - 7

The Control Center is a tall tower with two tremendous guards at the top. Climb up there with as many Energy Tanks as you can carry and watch your step on the way up. This is the Aliens' last chance to stop you so you know that they'll be up to the fight. Use the skills and techniques that you have learned thus far and make your climb with caution. If you lose a fight with one of the Guards, you'll be sent to the bottom of the tower. Good luck!



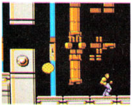
The Leader Returns

This ugly mug is all over New Earth. Up until now, you could fight it from below. Now you'll have to meet it face-on and aim for the mouth.



Special Item Loop

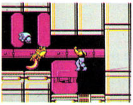
If you have fewer than four Energy Tanks, you're going to want to work to the right side and collect the two Tanks and Power Suits. It's more work but worth it.

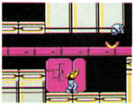


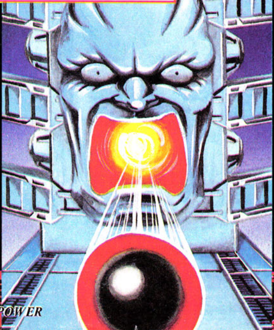
You'll have to go halfway up and then down again to get the Energy Tanks and Power Suit. These items, though, are worth it.

Power-Up For Battle

The Aliens on the second floor are relatively easy to defeat compared to the creatures above. Run back and forth and defeat Aliens to Power-Up before you move on up.

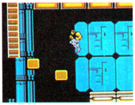




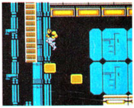


Look Before You Leap

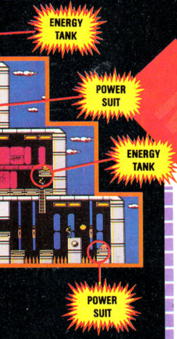
One last set of appearing and disappearing blocks waits near the top. Wait for them to appear and jump!



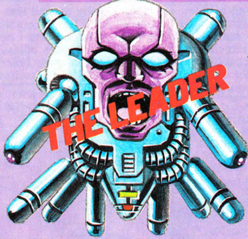
Jump when the blocks appear.



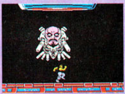
Grab the ladder by pressing Up on the Control Pad.



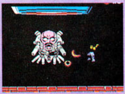
SECTOR-7 GUARD #1



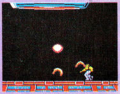
The intimidating head of the Alien Leader will appear right above you no matter where you're standing. Run, jump and throw quickly.



The Leader appears above you, get ready to fire off a blast.

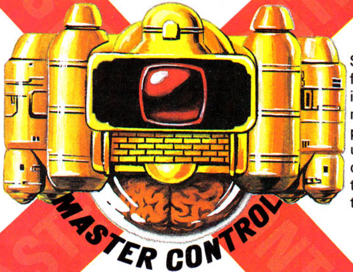


Start running even before the Leader appears. Then jump as it gets ready to fire.



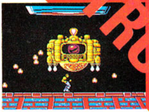
Hit the Leader with a Boomerang to the head.

THE LAST BATTLE

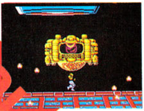


The Leader's Brain

Sparks come down from above as the Alien Leader makes one more attempt at stopping you. Try to stay under the jet-powered contraption holding the Brain and aim for the open shutter.

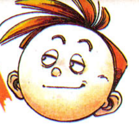


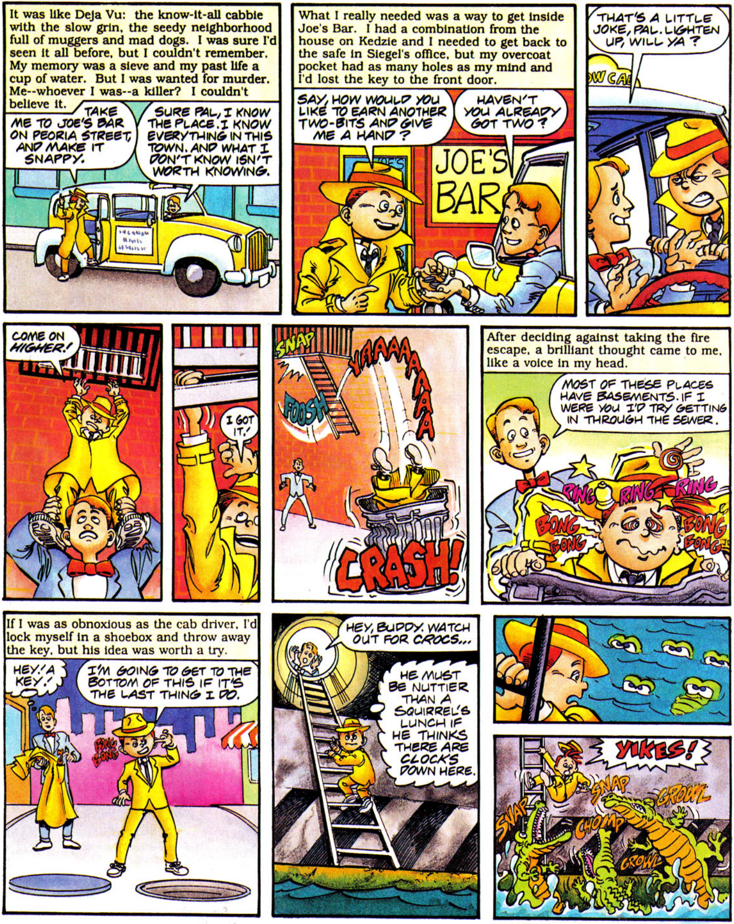
Stay under the Brain, avoiding Sparks and the Jets.



Toss the Boomerang upward when the Shutter is open!

HOWARD & ~~NESTER~~ NESTER





It was like Deja Vu: the know-it-all cabbie with the slow grin, the seedy neighborhood full of muggers and mad dogs. I was sure I'd seen it all before, but I couldn't remember. My memory was a sieve and my past life a cup of water. But I was wanted for murder. Me--whoever I was--a killer? I couldn't believe it.

TAKE ME TO JOE'S BAR ON PEORIA STREET, AND MAKE IT SNAPPY.
SURE PAL, I KNOW THE PLACE. I KNOW EVERYTHING IN THIS TOWN. AND WHAT I DON'T KNOW ISN'T WORTH KNOWING.

What I really needed was a way to get inside Joe's Bar. I had a combination from the house on Kedzie and I needed to get back to the safe in Siegel's office, but my overcoat pocket had as many holes as my mind and I'd lost the key to the front door.

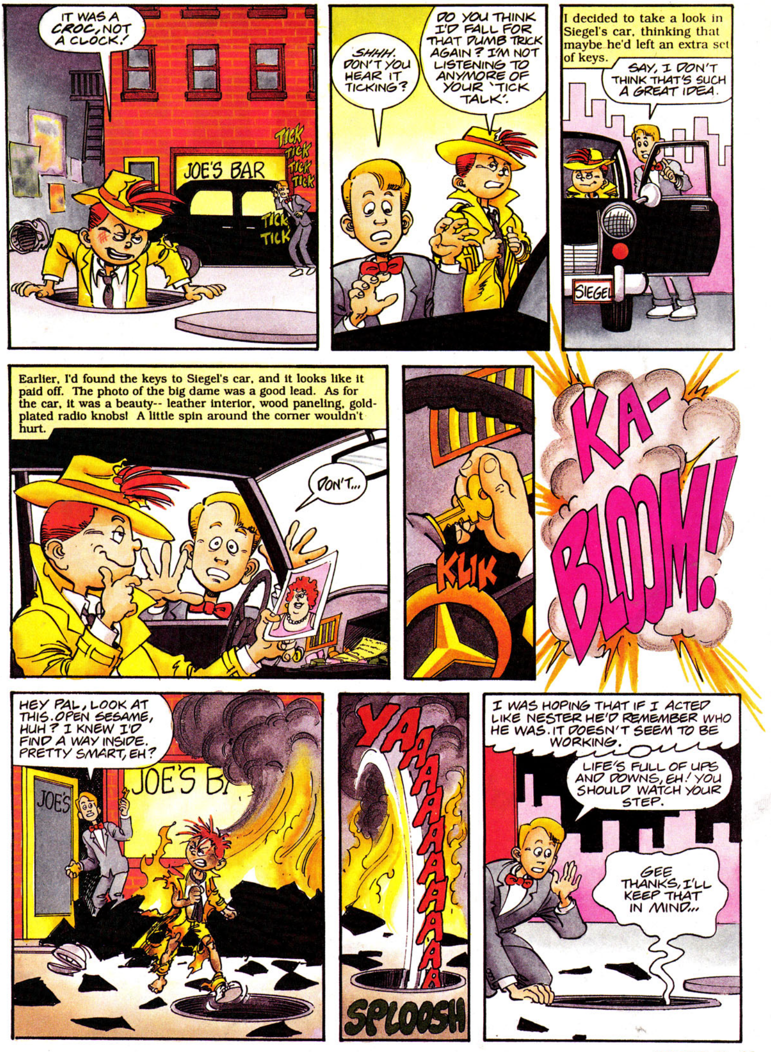
SAY, HOW WOULD YOU LIKE TO EARN ANOTHER TWO-BITS AND GIVE ME A HAND?
HAVEN'T YOU ALREADY GOT TWO?
JOE'S BAR
THAT'S A LITTLE JOKE, PAL. LIGHTEN UP, WILL YA?
OW CAB
COME ON HIGHER!
I GOT IT!
SNAP
FOOSH
YAAAAAAAAAA
CRASH!

After deciding against taking the fire escape, a brilliant thought came to me, like a voice in my head.

MOST OF THESE PLACES HAVE BASEMENTS. IF I WERE YOU I'D TRY GETTING IN THROUGH THE SEWER.
RING RING RING
BONG BONG
BONG BONG

If I was as obnoxious as the cab driver, I'd lock myself in a shoebox and throw away the key, but his idea was worth a try.

HEY! A KEY!
I'M GOING TO GET TO THE BOTTOM OF THIS IF IT'S THE LAST THING I DO.
BONG BONG
HEY, BUDDY. WATCH OUT FOR CROCS...
HE MUST BE NUTTIER THAN A SQUIRREL'S LUNCH IF HE THINKS THERE ARE CLOCKS DOWN HERE.
YIKES!
SNAP
SNAP
CHOMP
GROWL
GROWL


IT WAS A CROC, NOT A CLOCK!
JOE'S BAR
TICK TICK TICK TICK
TICK TICK
SHHH. DON'T YOU HEAR IT TICKING?
DO YOU THINK I'D FALL FOR THAT DUMB TRICK AGAIN? I'M NOT LISTENING TO ANYMORE OF YOUR `TICK TALK'.
I decided to take a look in Siegel's car, thinking that maybe he'd left an extra set of keys.
SAY, I DON'T THINK THAT'S SUCH A GREAT IDEA.
SIEGEL
Earlier, I'd found the keys to Siegel's car, and it looks like it paid off. The photo of the big dame was a good lead. As for the car, it was a beauty-- leather interior, wood paneling, gold-plated radio knobs! A little spin around the corner wouldn't hurt.
DON'T...
KLIK
KA-BLOOM!
HEY PAL, LOOK AT THIS. OPEN SESAME, HUH? I KNEW I'D FIND A WAY INSIDE. PRETTY SMART, EH?
JOE'S
JOE'S B
YAAAAAAAAAAAAAAAAA
SPLOOSH
I WAS HOPING THAT IF I ACTED LIKE NESTER HE'D REMEMBER WHO HE WAS. IT DOESN'T SEEM TO BE WORKING.
LIFE'S FULL OF UPS AND DOWNS, EH! YOU SHOULD WATCH YOUR STEP.
GEE THANKS, I'LL KEEP THAT IN MIND...

TOTALLY Rad™

Studying magic seemed like a Totally Rad idea to young Jake from Southern Cal. Under the tubular tutelage of the great Zebediah Pong, lessons were going well until totally grotesque creatures from the underworld attacked! Now Jake is the only hope for salvation of the surface world! Jake isn't defenseless, though. He has learned many spells: healing, time warping, transforming and energy blasting. His skills will be tested in 12 sections of running, leaping and flying action. And wait 'til you get a load of the size of the subterranean leaders—they're totally titanic!

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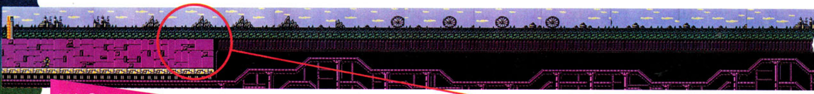
GAME PAK · DATA BOX		
TOTALLY RAD		
MFG JALECO		
MEMORY	1M×1M	
	MMC3	--
POWER METER		
Graphics & Sound		3.7
Play Control		3.3
Challenge & Excitement		3.6
Theme & Fun		3.7

ACT I

1-1 thru 1-2

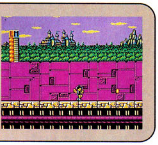
SURPRISE ATTACK!



1-1 Start

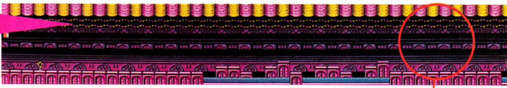
After a most triumphant performance by the great Zebediah, Jake is jumped by weirdos from beneath the San Andreas fault. Jump into the fray, dude!

Earn Extra Lives!



At the start of the game, stop when you encounter the first green character. Adjust your position until an endless stream of green guys attacks from the right. Hold your place and zap them continuously. Once you've collected your max of 22 lives, forge onward.

1-2 Start



Under this bogus big-top, a variety of grotesque goons will assault you. In all areas, it's a good idea to move with your magic zap power fully charged. Don't forget to cut loose if an enemy gets in your way.

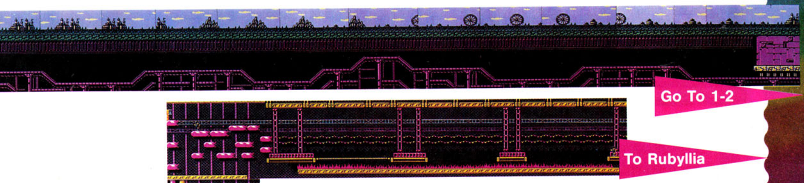
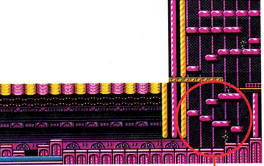
Flying Fools

Once you burst the balloon these killer clowns are riding, the joker will attack in a frenzy. Fire repeatedly to wipe him out.

THE TWELVE MAGIC SPELLS

Jake begins his challenge armed with 12 beaudacious magic spells. Each spell uses magical energy which is only replenished after you finish a stage. To use a spell, press Start to bring up the subscreen and press A to select the spell. Push Up and B to activate the spell.

Spell	Cost	Effect
LIFE UP	-4P	Equivalent to eating a full pizza, it replenishes all your life energy.
LIFE HALF UP	-2P	Restores only as much life as a taco or two, but it's cheaper to cast.
STOP TIME	-2P	Freezes all enemies in their tracks for a short time.
DAMAGE SHIELD	-2P	Renders you immune to harm for a few seconds.
FIRE	-2P	Creates a burning blast of fire, destroying every enemy in the area.
WATER	-2P	Releases a powerful bubble that wipes the screen clean of bad guys.
WIND	-2P	Whisk away all the weirdos with this magical windstorm.
STONE	-2P	Rock and roll your enemies away with this stoney blast.
JAKE	-0P	Returns you to normal (relatively, that is) after a transformation.
LION	-2P	The lion form has a very limited range attack, but is invulnerable when it jumps. This can be useful in passing the fire fountains in 2-2.
EAGLE	-2P	Perhaps the most useful of the animal spells, the Eagle form grants flight and a sharp boomerang attack.
FISH	-2P	The form of choice for surfing, or aquatic action when you encounter it.

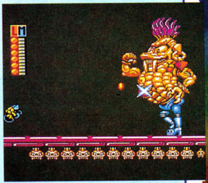



The Hard Climb Up

It can be difficult to climb the balloon stairs as the enemies are most deviously positioned. Just to be safe, use your elemental spells to clear the screen.

BOSS RUBYLLIA

To waste this mohawked giant, attack the gem set in his chest. If you make it to Rubyllia with lots of Magic Power, use the Stop Time spell to freeze him as you fire. Try to shoot from a distance so you can escape if he rushes you. You'll also want to be careful to avoid the corn he pops at you.



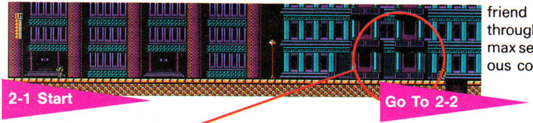
Hit Rubyllia in the gem with a blast of energy!

ACT II

2-1 thru 2-3

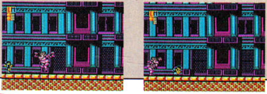
KIDNAPPED!

From the wild carnival, Jake pursues the cruel creatures who have made off with his righteous girl friend Allison! The chase is on through city streets, grody to the max sewers, and a totally treacherous construction site.



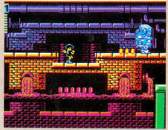
Mech-Monkey

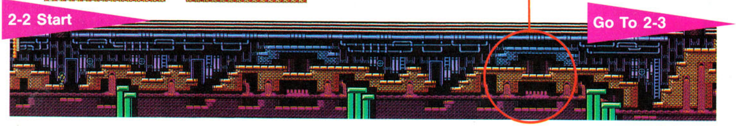
This outrageously inhuman dude can be a total bummer. Try letting him have it with stored zap power. You don't want to use too much magical energy at the beginning of the stage.



Robot Tiki Dude

Don't jump to avoid this 'droids's bouncing bullet shots, but chill-out and move side to side so they bounce over your head. Attack with full zap power!



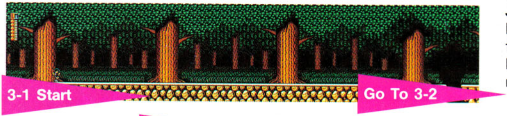


ACT III

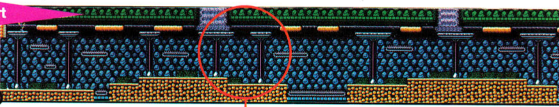
3-1 thru 3-3

TO THE RESCUE!

Jake has rescued Allison, but she has most distressing news. Her father, a mondo-brainy scientist, has been kidnapped by the subterraneans. Go for it, dude!

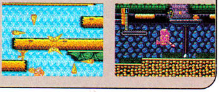


3-2 Start



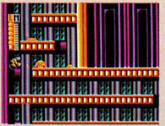
Gnarly Waveless Water World!

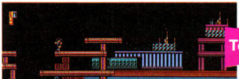
Your best interest is served by staying clear of the water in this stage, which can be accomplished without resorting to the Fish transformation. But if you fall in, by all means make the switch, dude.

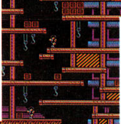


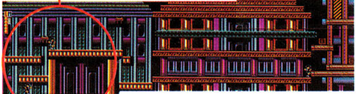
Skyscraper Climb

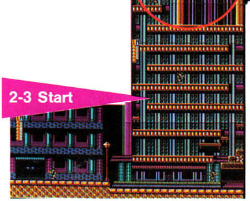
Fire as you jump in front of the automated defenses. This will delay them and let you get out of the way. Once they are triggered, you can safely pass.







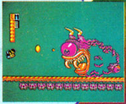




BOSS

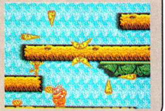
BICLOPTOR

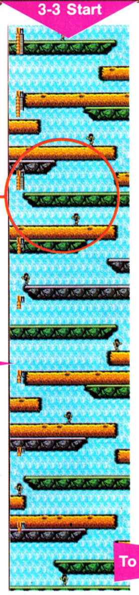
Your first step to triumph here is to cripple Bicloptor by blowing away his leg. Then change into the Eagle and fly to the upper left hand corner. When you see an opening, drop down and hit its eye.



This Is No Waterslide!

The vertical climb is down in this case, and again you'll find the enemies harshly placed. In some instances it's virtually impossible to get through without taking damage unless you vaporize the defenses with an Elemental Spell. Try to save up your magic power for the Big Boss.

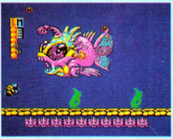


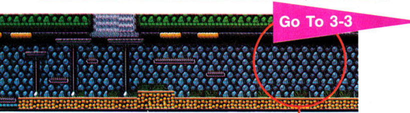


BOSS

NAUTIKILL

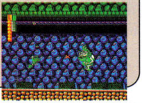
You'll have to work quickly to reduce Nautikill's hit points. Use magic to freeze time when Nautikill is near the bottom, and then hit it with your best shot. By sticking to the lower right corner, you can avoid Nautikill's initial charge and beat it with only four time stops.





Something Fishy's Going On

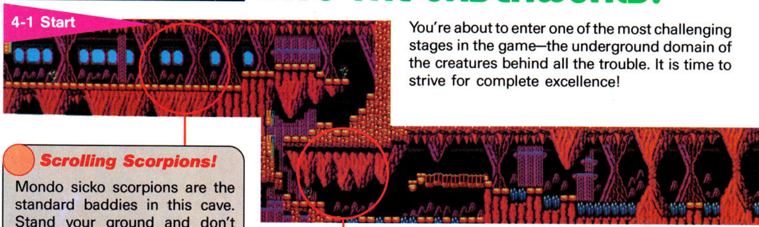
As the Fish, the Sea Hag is simple to beat. Stay as far away from it as possible and hit it with your throwing stars.



ACT IV

4-1thru 4-2

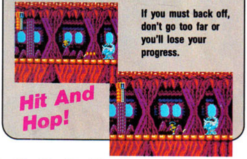
INTO THE UNDERWORLD!



You're about to enter one of the most challenging stages in the game—the underground domain of the creatures behind all the trouble. It is time to strive for complete excellence!

Scrolling Scorpions!

Mondo sicko scorpions are the standard baddies in this cave. Stand your ground and don't scroll them off the screen, or they'll come back fully powered. Make short hops to dodge their shots.

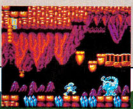


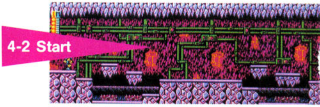
If you must back off, don't go too far or you'll lose your progress.

Hit And Hop!

Low Clearance Ahead

With the low ceiling, it can be harsh to attempt a jump over the spikes. You might want to use the Damage Shield and run over them, or transform into the Eagle and fly over.

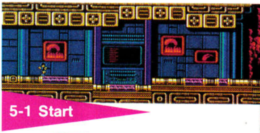
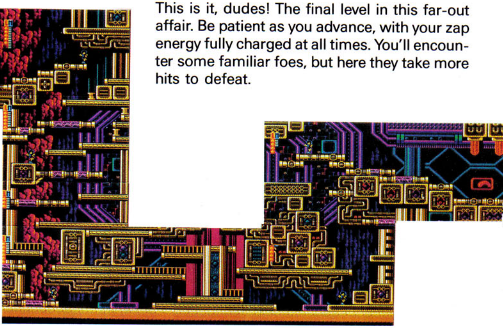




ACT V

5-1 thru 5-2

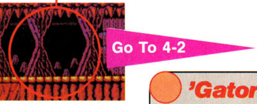
THE PALACE OF EDOGY

This is it, dudes! The final level in this far-out affair. Be patient as you advance, with your zap energy fully charged at all times. You'll encounter some familiar foes, but here they take more hits to defeat.

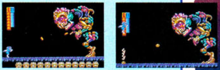
Plant Head

This is a hardy vegetable head, but it's basic to defeat. Shoot the eyeball tentacle a few times until it starts spitting seeds. Attack it from a distance, timing your shots to strike when its mouth is open. It takes a ton of shots, but it's easy.



BOSS FANG OF THE UNDERWORLD

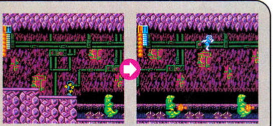
If you're looking for creepy, this dude Fang fits the bill to a T, as in Totally! Transform into the Eagle and catch air to avoid the Energy Pods he tosses. Be ready to rise above the energy streams which the Pods fire upwards.

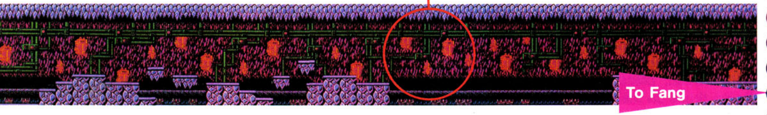


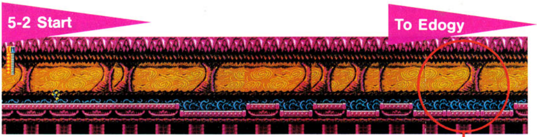
Even though you can't avoid Fang's charging attack, he rarely rushes you anyway.

'Gator Hater

We recommend an aerial path over this 'gator infested pool. Although it's possible to ride the 'gators across, they occasionally jump and that will result in a most embarrassing pin cushion head from the spikes on the ceiling.

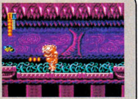


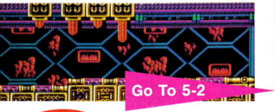




Super Strong Boss Man

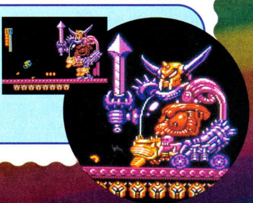
Of all the boss Bosses, this one is the bossest. Its head is the weak point—when he comes close to you, use Stop Time to freeze him and hit him with a full power zap or three. You'll have a gnarly time defeating this guy using any tactics.





BOSS EDOGY

So this is the megatonnage evil bad dude behind all the trouble! Edogy spits fireballs in a circular motion—hop to it and avoid these powerful projectiles. You can fake him out by jumping, but you'll want to keep your feet on the ground so you can blast his feet, which are his only weak point. Be excellent and you will be most triumphant!



CLASSIFIED INFORMATION

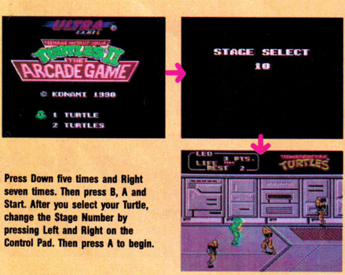
NINTENDO POWER TOP SECRET

TEENAGE MUTANT NINJA TURTLES II THE ARCADE GAME

From Agent #234

Stage Select

You may already know about the TMNT II Ten Turtle code which adds to your Turtles in reserve. Now our Agents have come up with a code which will allow you to begin on any stage of the game. On the Title Screen, press Down five times and Right Seven times on the Control Pad. Then press the B Button, the A Button and the Start Button. After you select your Turtle, the Stage Number will appear on the screen. Change this number by pressing Left and Right on the Control Pad, then press the A Button to begin on the desired stage.


ULTRA GAMES
TEENAGE MUTANT NINJA TURTLES II THE ARCADE GAME
© KONAMI 1990
1 TURTLE
2 TURTLES
STAGE SELECT
10
LEO
3 PTS.
LIFE
REST 2
TURTLES

Press Down five times and Right seven times. Then press B, A and Start. After you select your Turtle, change the Stage Number by pressing Left and Right on the Control Pad. Then press A to begin.

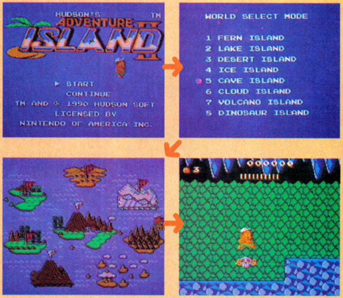
In case you missed the Ten Turtle code, here it is: At the Title Screen press Up, Right, Right, Down, Down, Down, Left, Left, Left and Left again on the Control Pad, then press the B Button, the A Button and the Start Button. You'll have 9 Turtles in reserve. We're working on the ultimate TMNT II code now which will work both as a Ten Turtle code and a Stage Select! Look for it in a future issue.

HUDSON'S ADVENTURE ISLAND II

From Agent #909

World Select Mode

Sail away to any of the eight Adventure Islands instantly with an easy to enter code. As the Title sequence is on the screen, press Right, Left, Right and Left on the Control Pad. Then press the A and B Buttons in the following sequence: A, B, A, B. The message "World Select Mode" will appear with a list of all of the Islands and a cursor pointing to Island #1. Move the cursor by pressing Up and Down on the Control Pad and press the A Button to begin on the desired Island. By using this code you can begin on an advanced stage of the game, though you won't have any of the special items that you might collect in the early stages. If you're an inexperienced island adventurer, you may want to start from the beginning to make the later stages easier to conquer.


HUDSON'S ADVENTURE ISLAND II TM
▶ START
CONTINUE
TM AND © 1990 HUDSON SOFT
LICENSED BY
NINTENDO OF AMERICA INC.
WORLD SELECT MODE
1 FERN ISLAND
2 LAKE ISLAND
3 DESERT ISLAND
4 ICE ISLAND
5 CAVE ISLAND
6 CLOUD ISLAND
7 VOLCANO ISLAND
8 DINOSAUR ISLAND

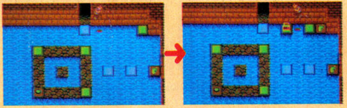
Press Right, Left, Right, Left, A, B, A and B when the Title sequence is running to have the option to select any Island from the beginning.

STARTROPICS™

FROM AGENT #660

Long Gap Leap

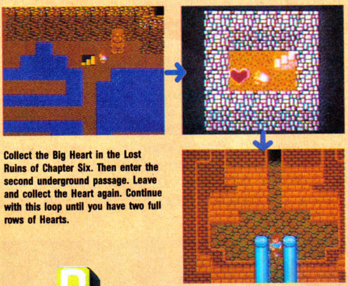
Get much needed help from a hidden Potion in the first underground passage of Chapter Six by faithfully leaping over a gap that seems much to long. In the room where Muumus walk around a square path, there's a Sink Tile near the exit Gate and a solid Tile far to the right with only water visible between them. After you defeat the Muumus, jump to the Sink Tile and quickly leap to the right, aiming for the Tile in the upper-right corner. A new Tile will appear between the other two Tiles and save you from falling into the water. Jump again to the right and another Tile will appear, producing a Switch on the far right Tile. When you hit the Switch, a Potion will appear on the first Tile that emerged. Collect the Potion and move on. You'll find other special items by using the same method elsewhere. If you see a Tile that looks unreachable, try to leap to it anyway. You may be surprised by a last second save.



Instead of exiting the room immediately after the Muumus have been defeated, jump to the right from the Sink tile. Two tiles and a Potion will emerge from the murky depths, making the challenges ahead easier to endure.

Extra Hearts

One of the most challenging sections of StarTropics is the second underground battle in the Lost Ruins of Chapter Six. Not only is the passage long, but the enemies inside are strong and numerous. It helps to have as many Hearts as possible before you go into battle and our Agents have found a way to accumulate two full rows of Hearts. In the area outside of the underground passage you'll find a simple maze which leads to a Big Heart. Usually, if you collect a Big Heart that Heart will never show up in the same place again. This particular Big Heart, though, will come back to be collected again and again. Once you collect the Heart, go to the beginning of the battle scene, then exit and retrace your steps. Continue on this path until you have accumulated the maximum of 22 Hearts. Then fight to the end of Chapter Six with extra endurance.



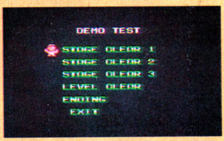
Collect the Big Heart in the Lost Ruins of Chapter Six. Then enter the second underground passage. Leave and collect the Heart again. Continue with this loop until you have two full rows of Hearts.

PALAMEDES™

FROM AGENT #174

End Select

For a little extra motivation to finish this puzzler, you can preview the celebration that will take place when you complete each level before you start playing. While the Title Screen is showing, press and hold Right on the Control Pad of Controller II and the A Button of Controller II. Then press the Start Button of Controller I. An Option Screen will appear, allowing you to look at the end of each stage and the end of the game.



DEMO TEST
STAGE CLEAR 1
STAGE CLEAR 2
STAGE CLEAR 3
LEVEL CLEAR
ENDING
EXIT

When the Title Screen is showing, press and hold Right and A on Controller II and press Start on Controller I for the option to view the ending scenes.

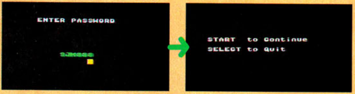
CLASSIFIED INFORMATION

SILVER SURFER™

FROM AGENT #451

Unlimited Continues

Last issue we reported on a Password for this challenger which will allow you to begin with a full load of weapons. Now our Agents have found a Password which gives you unlimited chances to Continue. On the Title Screen, press Up on the Control Pad of both Controllers and the Password Screen will appear. Enter SJM333 as your Password and press the Start Button when the game requests another Password. When you play, you'll be able to Continue as many times as you wish. In case you missed it last issue, the Password for full Weapons is CKWJT4.



ENTER PASSWORD

SJM333

START to Continue
SELECT to Quit

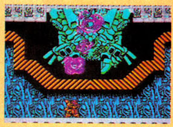
Press Up on the Control Pads of both Controllers. Then enter SJM333 as your Password. You'll be able to Continue whenever your game is over.

METAL STORM™

FROM AGENT #710

Self Destruct

While the leaders of the advanced stages of this space thriller may be difficult to defeat, the machine at the end of the first stage will literally self destruct if you give it enough time. When you get to the end of the stage, stay in a safe spot just left of center and wait. In less than two minutes, the machine falls apart on its own accord. Defeating the other machines, though, will require more work.



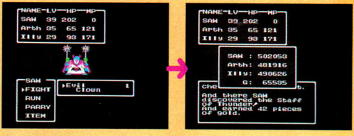
Wait out the leader of the first stage and watch it self destruct.

DRAGON WARRIOR PART 2™

FROM AGENT #043

Stolen Thunder

Earn an endless supply of Gold Pieces by selling the Staff of Thunder over and over again. You'll need the Gold Key, Silver Key and Jailor's Key in order to reach an Evil Clown locked in the Jail of Midenhall Castle. Defeat the Evil Clown and, if you have room for another item, you'll receive the Staff of Thunder. Go to the store near the gate of Midenhall Castle and sell the Staff of Thunder for 19,500 Gold Pieces. Then visit the King and save your progress. Press Reset on the Control Deck and resume your quest. The Evil Clown will return to the Jail of Midenhall Castle again. Defeat him and you will receive the Staff of Thunder again. Continue to collect and sell the Staff of Thunder until you have reached the maximum of 65,535 Gold Pieces.



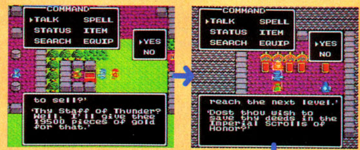
SAW 39 202 0
Arth 35 65 121
Illy 29 93 171

Evil Clown 1

SAW : 502053
Arth: 481916
Illy: 490626
G: 65535

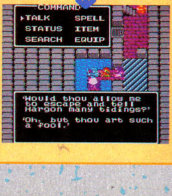
And there SAW discovered the Staff of Thunder!
And earned 42 pieces of gold.

Defeat the Evil Clown in the Midenhall Castle Jail and collect the Staff of Thunder.



to sell?'
'Thy Staff of Thunder? Well, I'll give thee 19500 pieces of gold for that.'

reach the next level.'
'Dost thou wish to save thy deeds in the Imperial Scrolls of Honor?'



'Would thou allow me to escape and tell Hargon many tidings?'
'Oh, but thou art such a fool.'

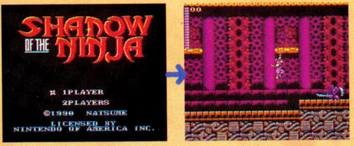
Sell the Staff of Thunder in the shop outside Midenhall Castle, save your quest by speaking to the King, reset the game and return to the Jail to collect the Staff of Thunder again.

SHADOW OF THE NINJA

From Agent #439

Stage Select

Start this action-packed ninja battle at the beginning of any stage with a special Stage Select code. When the Title Screen appears, first, choose the number of players. Then press the A and B Buttons in the following order: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You'll know that the code has been entered correctly when you hear a short bonus sound. Consult the table in the next column and press and hold the buttons that correspond with the stage that you'd like to select. While holding the buttons, press the Start Button on Controller I twice. You'll begin in the selected stage! To choose the Music Selection Screen, enter the code as described above, press and hold the A and B Buttons on both Controllers and press the Start Button on Controller I. When the Music Selection Screen appears, press Left and Right on the Control Pad to change the music titles and press the A Button to start the tune.



On the Title Screen, press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B. Then press and hold the buttons that correspond with the stage that you'd like to select and press the Start Button twice to begin!

After you enter the initial Stage Select code, press and hold the buttons shown on this table and press Start twice to go to the desired stage.

Stage	Controller I	Controller II
1-1		
1-2		B
1-3		A
1-4		A, B
2-1	B	
2-2	B	B
2-3	B	A
3-1	B	A, B
3-2	A	
3-3	A	B
4-1	A	A
4-2	A	A, B
4-3	A, B	
5-1	A, B	B
5-2	A, B	A
Sound Test	A, B	A, B

While you're selecting a stage you can make your fighter invincible. Enter the Stage Select code and while you are pressing and holding the buttons which correspond to the desired stage, press and hold Down on the Control Pad of Controller II. Then start the game. Your fighter will be unaffected by enemy fire, but the Life Meter will still lose energy if your fighter falls into a bottomless pit.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

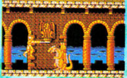
NINTENDO POWER

Sword Master™

The Duel Of Destiny!!

A Clash Of Steel

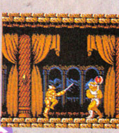
Journey back to the days of yore as a Master Swordsman in Activision's new action/adventure. There you'll find that the Kingdom of Eledar has been laid waste by Vishok the Serpent God. No one, save you, remains to challenge him. En garde!



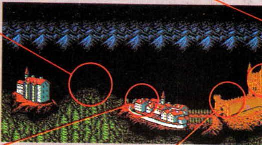
You'll gain valuable Experience Points as in a RPG adventure.

Passage Of Perils

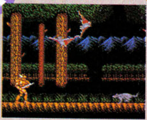
Through forest, town and castle you must pass, cleaving your path with a keen blade. In all, there are seven levels, most of them in the castle.



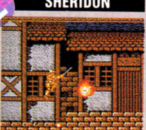
LEVEL 7 **INNER KEEP**



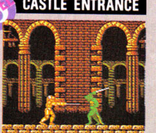
LEVEL 1 **THE FOREST**

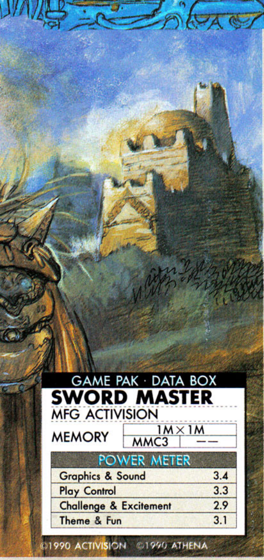


LEVEL 2 **SHERIDON**



LEVEL 3 **CASTLE ENTRANCE**





GAME PAK · DATA BOX

SWORD MASTER

MFG ACTIVISION

MEMORY	1M×1M	
	MMC3	——

POWER METER	
Graphics & Sound	3.4
Play Control	3.3
Challenge & Excitement	2.9
Theme & Fun	3.1

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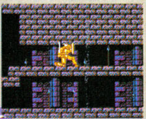
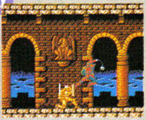
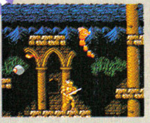


DUNGEON

CASTLE CORRIDOR



THE COURTYARD

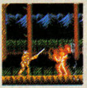


Mastering Swordplay

Use three basic attack techniques and two defensive stances to combat and fend off the enemies. Also master the different jumps.

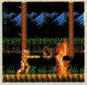
Attack

•OVERHEAD STROKE



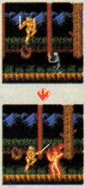
The Overhead Stroke, worth two Hit Points, is effective against most enemies except those that attack low to the ground.

•SIDEARM THRUST



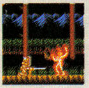
The Sidearm Thrust is worth one Hit Point. Strike straight ahead at your enemy, but watch for a counterattack.

•JUMPING



Combine a jump with an Overhead Stroke for a strong attack worth three or more HP. Hit the A Button twice in a row for Super Jumps that reach high flying Bats. Step off a ledge, then hit the A Button for a Falling Jump.

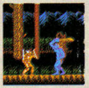
•LOW THRUST



Kneeling and thrusting your sword forward is worth one Hit Point. It's a good attack because you'll be well defended.

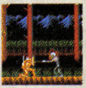
Defense

•HIGH SHIELD



Push Up on the controller to defend against fire rain and the Overhead Strokes of enemies.

•LOW SHIELD

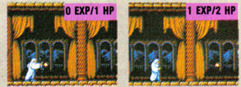


Kneel to defend against low attacks. If an enemy touches your lowered shield it will receive a stab.

Know Thy Spells

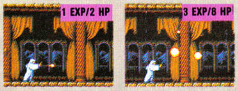
The numbers reflect Experience Points used and the HP inflicted for spells cast with or without the B Button.

MAGIC STAFF



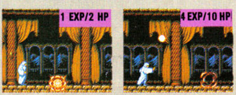
The first magic spell fires balls of flame a short distance. You won't have a shield, though, so don't waste HP and Experience Points using it.

FIRE



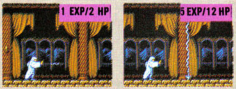
A searing fireball singes your enemies, and if you hold down the B Button the fireball transforms into a raging inferno that evil beings can't withstand.

BOMBS



Like the bombs thrown by the Grim Reaper, this spell lobs explosives at the enemy. Save up your Experience Points for the final foes before attacking with magic.

THUNDER

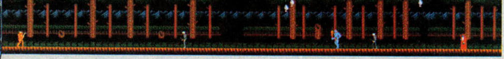


Although this spell is called Thunder, its power is a bolt of lightning that moves across the screen. Press the B Button to make the spell devastating.

LEVEL 1
THE FOREST

It is the Forest of Living Darkness, home to Bats, Wolves an Ogre and Marillious the Wizard. Attack every enemy to build up your Experience Points. Even if you start over, the Experience Points will remain.

Enemies Vx6 S D V D V D Vx2 O D V D S Dx2 Vx2 D V D W

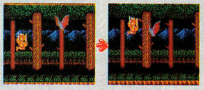


MARILLIOUS THE WIZARD

He is a master of magic who can disappear and reappear in different places. Beware of his blue rain and blue fireballs!

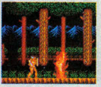
Bruised And Battered?

The Bats provide Heal Potions and Experience Points—both vital to your cause—but you'll have to attack many by jumping or Super Jumping.



Gorak The Ogre

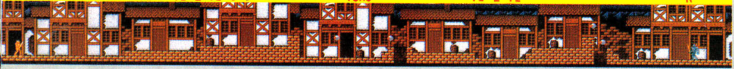
Hints on defeating Gorak are below. Once you get past him, though, move back to the left side of the screen to avoid being hit by swift Wolves and rabid Bats.



LEVEL 2
SHERIDON VILLAGE

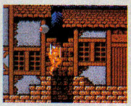
The villagers have fled, leaving you alone to clean up the town. Here you'll find Fire Elementals, Zombies, and the mysterious Evil Eyes. If you duel the Knight of the Serpent and win, you'll earn the Magic Staff.

Enemies FE FE C FE Z FE C FSx8 FE Z FE K



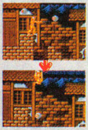
One Evil Eye

The Evil Eye can't be destroyed. To get past it, stand at the bottom of the step and jump when the Eye is at its highest point, then move forward and jump again.



Two Evil Eyes

When the closest Eye is at its highest point, step beneath it and use an Overhead Stroke. Timed correctly, the backswing knocks the Eye above you backward and out of the picture. Now jump over the second Eye.



KNIGHT OF THE SERPENT

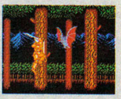
Like you he is a master swordsman, capable of matching you stroke for stroke, parry for parry. At first he may seem well nigh invincible, but he has weaknesses.

MASTER THE MONSTERS

For every foe there is at least one winning strategy, but there may be more.

V VAMPIRE BAT HP 1

These blood-sucking, airborne mice can be grounded with one blow. But to hit the highest ones you'll have to use the Super Jump and Overhead Thrust.

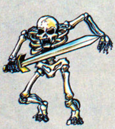


D DIRE WOLF HP 1

Dire Wolves, whether leaping or running on the ground, can be defeated easily by kneeling. When the Wolf hits your shield he will become a flaming furball.

S SKELETON HP 5

Overhead and Straight Thrusts will work best against this bony warrior. You can also stab low to back him up. Try a varied attack.



O OGRE HP 5

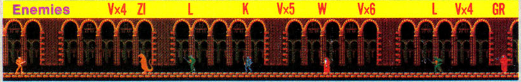
Like most ogres, Gorak is slow. Either jump and hit him with an Overhead, or stab straight ahead and quickly step back out of the range of his club.

W WIZARD HP13

Raise your shield to block Marillious' blue rain, or kneel to block his fireballs. When he appears close to you, stab quickly then block his attack. Keep to the left to avoid being hit when he suddenly appears.

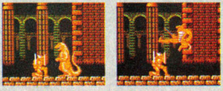
LEVEL 3
CASTLE ENTRANCE

Inside the castle dwell even more fearsome creatures: giant lizards, evil knights and the Grim Reaper for starters. If you survive the Reaper, you'll gain the magic spell of Fire.



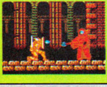
On Your Knees

One of the best attacks against the Zillasaur and other foes is to kneel and inch forward. Sometimes you'll inflict damage just by touching the enemy with your shield.



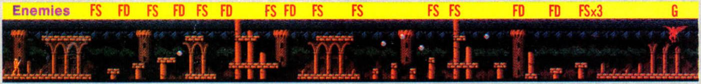
THE GRIM REAPER

He is the master of death, armed with bombs, fireballs and a scythe. Even worse, he has a Healing spell and may refill his energy in the middle of a battle.



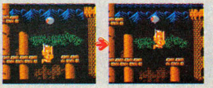
LEVEL 4
THE COURTYARD

Broken columns and crumbling ledges are just the beginning of your worries in this area. The Fire Drakes are treacherous and the Gargoyle is waiting. The Bomb Spell goes to those who clear the level.



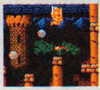
Falling

A new jumping technique–the Falling Jump–is needed to leap from column to column safely. Step off a ledge, then as you begin to fall press the B Button to jump.



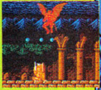
Landing

Always defeat nearby enemies before you jump. If you jump first, they'll usually knock you off into a bottomless abyss.



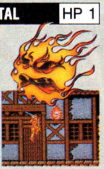
THE GARGOYLE

Most of the time the Gargoyle slumbers as a stone statue, but when you wake him up he hovers above you hurling a shower of fireballs.



FE FIRE ELEMENTAL HP 1

When the Fire Elementals swoop down upon you, a raised shield will protect you, but you won't hurt the Elementals or gain Experience Points. Jump and slash to defeat them, taking particular care to time your jump to miss the Elementals' painful firebreath.



C CREEPING GHOUL HP 1

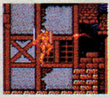
These wasted wrecks of percolating evil are certainly creepy, but they're also easy to defeat. Just don't let them touch you with their poisonous hands!

Z ZOMBIE HP 1

As disgusting as the Creeping Ghouls, but able to stand on their own two feet, Zombies must not be touched.

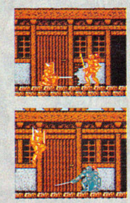
FS FIRE SEED HP 1

Like fiery, flying tadpoles they come swarming through the town and castle. Some are difficult to reach. Use the Super Jump and Overhead Stroke to collect their Experience Points.



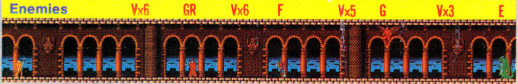
K KNIGHTS OF THE SERPENT HP13

It's the duel of the century! Your best attack is to close in, drop to your knee and make a quick low jab. Then, immediately move back out of the knight's range. Keep repeating this. An alternative is to jump in, attack with the Overhead Thrust, then jump back.



LEVEL 5
CASTLE CORRIDOR

The path is clear and enemies like the Grim Reaper and the Gargoyle will be familiar. But beware the heated assault of Flail!

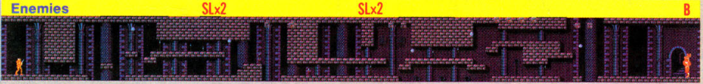


EMERALD DRAGON

The flaming breath of the Emerald Dragon scorches everything in its way that isn't shielded.

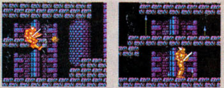
LEVEL 6
THE DUNGEON

Not all of the traps devised by Vishok are living. Here in the dungeon each step could be your last if you don't watch for crushing Balls, thrusting Spears and falling Stones.



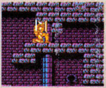
Balls & Spears

When the Ball is at its highest point, dash beneath it. As for Spears, wait until they disappear, then step across.



Falling Stones

Look for stones that seem to be lying over the regular stones. Step toward them then back up to make them tumble without hitting you.

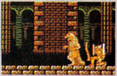


THE BARBARIAN

The Barbarian, a warrior from another dimension, swings a mighty axe, and he can also hurl it like a boomerang so that it returns to him.

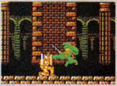
ZI ZILLASAUR HP13

Duck for cover to protect against the Zillasaur's flames. While kneeling, press Right on the Control Pad and you'll end up to the right of the foe. Once there, he's easy to dispatch.



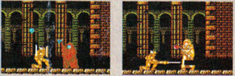
L LIZARDMAN HP13

His jump kicks are powerful, but he has a weakness. Stay close to the right side of the screen and attack from a kneeling position.



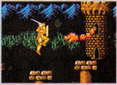
GR GRIM REAPER HP17

Keeping just out of range of the Reaper's scyth, kneel and stab, then adjust your position so your maintain your distance. The Reaper's lobbing bombs should go over your head if you're in position.



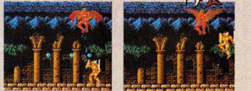
FD FIRE DRAKE HP 1

A Fire Drake is easy to defeat, just make sure you do so before jumping into its territory. If you don't, you'll be sorry.



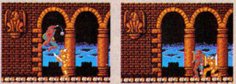
G GARGOYLE HP17

The Gargoyle hovers above you, hurling blue fireballs in your face. Not nice. Give him a lesson in manners by jumping and using an Overhead Stroke. You can trap him in the righthand corner by repeatedly jumping and attacking. Otherwise, dodge his fireballs by attacking on one side and then the other.



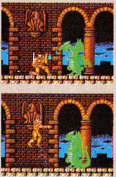
F THE FLAIL HP17

Move toward Flail quickly when he appears. When he jumps, move right. He won't stand a chance if you get behind him.



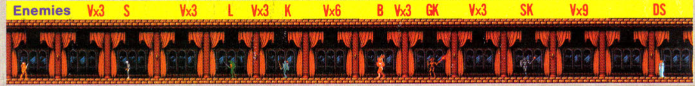
E EMERALD DRAGON HP17

Protect yourself by kneeling behind the shield. Jump and attack after a flaming breath, or move forward when the dragon hops backward.



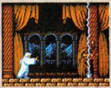
LEVEL 7
THE INNER KEEP

Now that you've reached the heart of the castle you should make sure your Experience Meter is full so you can use magic. The powerful knights and sorcerers are your greatest trial.



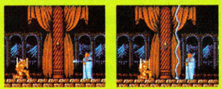
Casting Spells

Try to save your Experience Points for casting spells against the baddest of the bad guys here in the Castle's Keep. But whatever you do, don't let your Experience Meter reset on this final level!



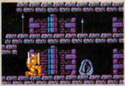
DARK SORCERER

The Dark Sorcerer has a reputation of evil that is unsurpassed in the kingdom. His attack will remind you of the Grim Reaper's, but he has a Thunder Spell in addition to the flaming balls and lobbing bombs.



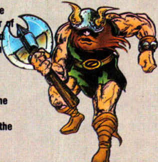
SL SLIME HP 1

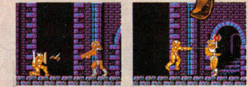
Deep in the dungeon live the Slime. They're easy to beat, but you may be so busy dodging Spears and Stones that you forget them.



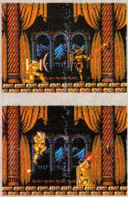
B THE BARBARIAN HP21

Defending against the Barbarian is a matter of using your shield and kneeling. Attack with an Overhead Stroke once the boomerang axe is on its return flight. If you press the Barbarian far to the right, move back to the left for extra room.





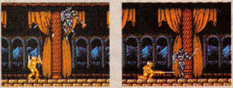
GK GOLD KNIGHT HP21



The Gold Knight once worked for the cause of justice, but he has been put under an evil spell by the Fire Mage and now you must face him in battle. The awesome Fire Sword of the Gold Knight shoots flames. Leap over the flames to get in close and attack, or use Spells from a distance.

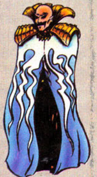
SK SILVER KNIGHT HP21

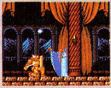
The Silver Knight, twin of the Gold Knight, has taken a different path and serves Vishok. When he leaps up, defend against the mace spikes with a raised shield. For regular attacks, use the lowered shield. Keep your distance and leap in for an Overhead Stroke between his attacks.



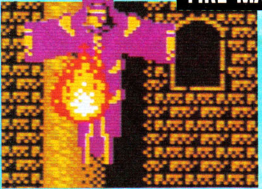
DS DARK SORCERER HP29

Attack from close in, as you did against the Reaper. Using your shield from a kneeling position is your only hope against the Thunder Spell.





FIRE MAGE HP32

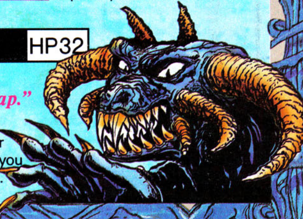


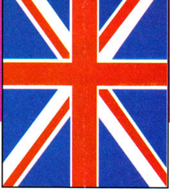
The Fire Mage is one of the two evil powers in control of the kingdom. When you meet him, stay near the left edge of the screen, kneeling for protection against his fire. Press forward to touch your shield against him. This is the same as an attack, but you do not expose yourself.

VISHOK HP32

"Excellent.
Another victim in my trap."

Vishok waits at the end of the quest. Aim for the oval mirror below his head and perhaps you will avoid the trap he has set.





THE BRIT

A TOUR OF ENGLISH DEVELOPERS

The British Invasion: it was rock 'n roll in the '60's, but it's video games in the '90's. Again the creations of British artists are taking America by storm, but now the creative medium is the computer, and specifically the Nintendo Entertainment System.

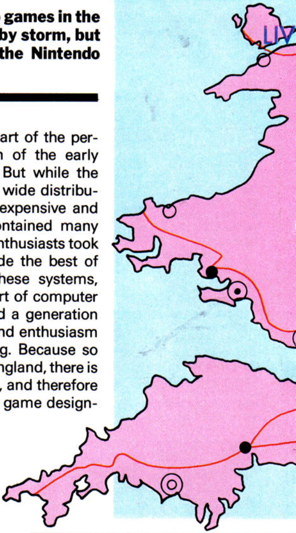
Behind The Scenes

You probably instantly recognize names like Nintendo, Data East, Tradewest and Acclaim when it come to NES games. But have you heard of Rare, Software Creations, Ocean or Elite? These are just a few of the many development companies that work behind the scenes to create NES and Game Boy games for other publishers.

A publisher (also called a "licensee") of Nintendo video games has the resources and connections to market and sell a completed video game, but doesn't always have the staff needed to design and program one. Even those video game publishing companies that do have in-house programmers will often use outside development firms to create some of their games. And it just so happens that many of the best developers for the NES and Game Boy are in England.

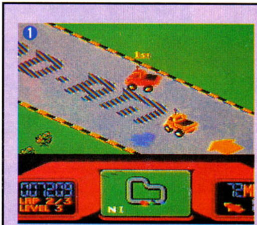
Why England?

England was as much a part of the personal computer revolution of the early 1980's as the U.S. was. But while the early British P.C.'s enjoyed wide distribution because they were inexpensive and easy to use, they also contained many "bugs." British computer enthusiasts took up the challenge and made the best of them. The low cost of these systems, coupled with public support of computer literacy in England, created a generation of users with knowledge and enthusiasm for computer programming. Because so many people use P.C.'s in England, there is great demand for software, and therefore many job opportunities for game designers. The demand for software and the supply of computer programming talent makes England an ideal location for video game developers.



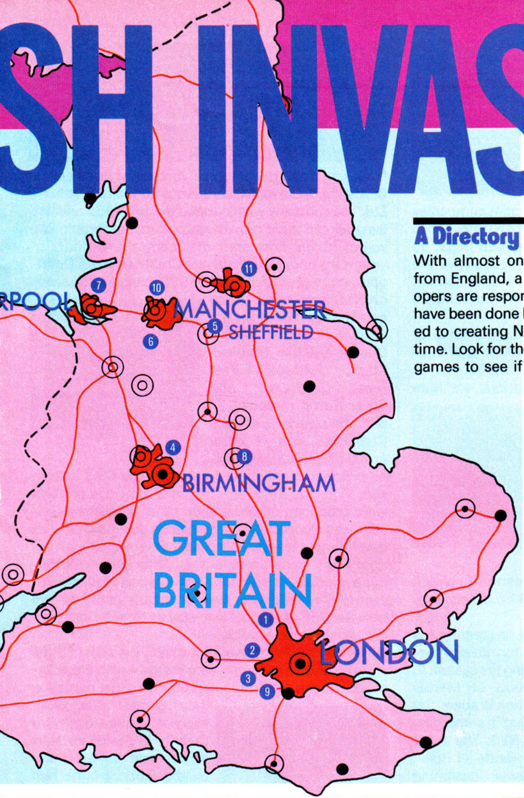
The Culture Gap

Being in England does not pose as much of a problem as you might think to the British developers who make games for a U.S. audience. The cultural differences between the U.K. and U.S. are minimal, and usually don't affect game related subjects. Sports games are probably the most challenging subject for British programmers since sports such as basketball and baseball are popular in the U.S. but not over there. For example, Software Creations' programmers had to watch hours of video footage to gain insight into the subtleties of basketball for Magic Johnson's Fast Break. So far, many of the British developers have specialized in NES conversions of arcade games with proven popularity in the U.S.



① **R.C. Pro Am: Developed by Rare, published by Nintendo.**

SH INVASION



A Directory Of British Developers

With almost one fourth of all NES games coming from England, a surprisingly small number of developers are responsible. The majority of British games have been done by Rare, but new companies dedicated to creating NES games are being founded all the time. Look for these names on the title screen of your games to see if you've been invaded!

① Argonaut Software Ltd., London
② Audiogenic Software, Ltd., Harrow
③ Beam Software (Opening a British office soon)
④ Elite Systems Ltd., Walsall
⑤ Gremlin Graphics Software Ltd., Sheffield
⑥ Ocean Software, Manchester
⑦ Psygnosis Ltd., Liverpool
⑧ Rare Ltd., Twycross Warks
⑨ The Sales Curve Ltd., London
⑩ Software Creations, Manchester
⑪ The Source, West Yorkshire

The Tour Starts Here

We had a chance to get information from only a few of the developers in Great Britain, and we completely left out the many developers from other parts of the world. However, from the few developers we had a chance to talk to, we not only learned a lot about each individual developer, but also about the game design process in general. Turn the page to find out more about four of the most successful British developers: Rare, Software Creations, Ocean and Elite:

2
LIVES 03
DRAGON'S LAIR
GOLD 003
00000 P1 P2 00000

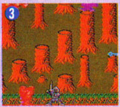
② Dragon's Lair: Developed by MotiveTime, published by CSG Imagesoft.

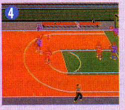
③ Wizards and Warriors: Developed by Rare, published by Acclaim.

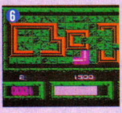
④ Magic Johnson's Fast Break: NES conversion developed by Software Creations, published by Tradewest.

⑤ Silver Surfer: Developed by Software Creations, published by Arcadia Systems Inc.

⑥ Loopz: Developed by Audiogenic, published by Mindscape.



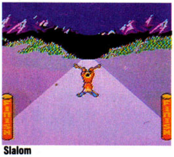




RARE

One of the best known NES development companies in England, Rare Limited, had its start 15 years ago in the coin-op industry. As soon as the NES began to gain popularity, Rare's programmers recognized the potential of the system and created a development system for it, making them the first NES developers outside of Japan.

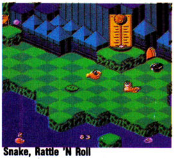
Rare's premiere NES title, Slalom, began a developing-publishing partnership with Nintendo that continues to this day. Several early NES classics, such as R.C. Pro-Am and Wizards and Warriors, are Rare games developed for other publishers (Nintendo and Acclaim).



Slalom

Now the largest developer that specializes in NES games, Rare has completed some 50 games for the NES and Game Boy for a variety of publishers. Between its British offices (located in a 300-year old building in central England) and its Miami branch, Rare employs 55 artists, programmers and designers.

Rare's programmers are committed to creating the very best games possible in the NES format and they enjoy the technical challenge of pushing the system to its limits. They are especially proud of Marble Madness, a game they created for Milton Bradley. The high speed three-dimensional scrolling is something many said couldn't be done on the NES. The same technology was also used in Snake Rattle 'N Roll.


Snake, Rattle 'N Roll

Rare's game designing philosophy is "fewer products—better quality." Of the nine projects Rare's designers currently have in the works, they are most excited about Battletoads (which will be published by Tradewest). In designing Battletoads, they had maximum creative freedom and planned much more than just an NES game. All of the characters were given backgrounds with the detail of a movie script. Rare and Tradewest are hoping that Battletoads will be the next big hit in the U.S., with as much tie-in potential as T.M.N.T. We'll have to wait and see!

SOFTWARE CREATIONS LTD

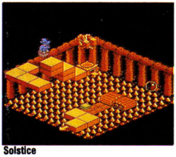
ROM
DEVELOPMENTS

"Creating a new generation of Innovative Software" is the catchphrase for Manchester's Software Creations Ltd. The company was founded in April 1986 and has experienced rapid growth since then, now employing some 28 full time staff members, the majority of whom are under 25. Software Creations ROM Developments, a group formed in 1988 to work exclusively on NES games, has since created eight titles for the system, including World Games (Milton Bradley), Magic Johnson's Fast Break (Tradewest) and Silver Surfer (Arcadia).

THE FINAL TEST OF THE GAME MASTER
Solstice
Michael Webb and Richard Kay of Software Creations.

But the game Software Creations' staff is most proud of is the award-winning Solstice, which was published by CSG Imagesoft. Whereas Software Creations' previous projects were produced on order from other publishers, Solstice was a completely original idea designed by SC's development teams. This gave them the creative freedom that is sometimes lacking when they're designing a product to someone else's specifications. For example, when they convert an arcade game for use with the NES, their goal is to stay as close to the original program as possible.

When designing a game for the NES, the staff of Software Creations likes to create things which are original and technically difficult rather than just modeling their games after other successful titles. Software Creations' designers start with a main character and build a world around him or her. A main character may have as many as 48 frames of animation, while enemy characters have many fewer. Even though less time and memory is spent on the various foes a hero encounters, Software Creations' designers avoid "random baddies," pointing out that all the best games have enemy characters with lots of personality.


Solstice

As for the future, SC has seven NES titles in the works as well as a handful for the 16-bit Nintendo system. Software Creations will soon open a new development facility especially designed for making video game software.

ocean

Ray Musci (head of Ocean's U.S. office) and Gary Bracey from Ocean Software Ltd.

Ocean Software Ltd. specializes in creating P.C. games and video games based on movie licenses and arcade conversions. Even though it may seem limiting to do games based on movies, there is still the challenge of coming up with refreshing ideas to accompany the titles. Plus, the recognition to the general public is greater when you do a game based on a popular character or movie. Ocean meets the challenge with a staff of over 30 in-house artists and creators. It is this group of creators, many of whom are self-taught, that has been the key to Ocean's success. Like many video game developers, Ocean's techs "reverse engineered" the NES and created their own development system. This process, in basic terms, involves disassembling the system and learning how it works inside and out (don't try this at home). Engineers then create a programming system to create games specifically for the NES. This is a great way for designers to become intimately familiar with the way the NES works. Among other factors, a company's development system often accounts for the unique look and feel of its games. Occasionally, companies sell copies of their development systems, but because research and design are so complex, the systems are very expensive.

After lengthy experience as a developer, Ocean will soon test the waters as a full-fledged publisher, or NES licensee, which means that it will control all aspects of creating and selling a game. Ocean's first game for the NES, The Untouchables, was recently released, and Darkman is currently under development.

SCORE
POWER

Darkman

elite

Like Ocean, Elite also focuses their product development strategy on "Character Merchandised" and arcade conversion software products. Elite has long provided PC software to users in England, some of it based on FamiCom and NES titles such as Commando, Ikari Warriors, Mighty Bomb Jack and Ghosts 'N Goblins. Elite is just beginning to convert in the other direction, creating games for the NES and Game Boy under its associated development house MotiveTime. So far MotiveTime's staff has created Dragon's Lair for the NES and Dragon's Lair: The Legend for Game Boy (both published by CSG).

DRAGONS LAIR
00070 P1 P2 00000
003

Dragon's Lair

Elite provided us with a list of what it supplies to its customer (the publisher of the game) in a "development package":

—Initial Appraisal and Investigation
—Design Documentation
—Product Development
—Internal Work-In-Progress Evaluation
—Testing
—Documentation
—Product Support

Developers provide more than just the game design. They often help do research on what kind of games will sell and they provide support during and after the design process. Before Nintendo will stamp its Seal Of Quality on a game, it must be bug-free. Technical quality is the responsibility of the publisher of the game, and for that they may need the assistance of the developer.

As you can imagine, all this isn't cheap. Although prices vary from developer to developer, it would cost at least $75,000 just to get one game developed. This is not including any production or marketing costs.

IN THE FUTURE

Although all the developers we talked to enjoy creating games for the NES and Game Boy, they were also excited about the potential of Nintendo's 16-bit system. Many had projects in the works, and we can't wait to see them. Not only does the 16-bit system offer us new game play possibilities, but also the opportunity to report on 16-bit development. Stay tuned.

S.C.A.T.™

SPECIAL CYBERNETIC ATTACK TEAM

Where No Man Has Gone...And Lived

The Special Cybernetic Attack Team, or S.C.A.T. for short, is on a desperate mission to save Earth. Sound familiar? Natsume's first release of an NES game in America doesn't break any new ground in the storytelling, but the five blistering levels of action and exciting two player option will keep action fans glued to their TVs. From New York to outer space you'll light up the sky. Extra maps and strategies for defeating the higher levels are on the back of this issue's poster.

ARNOLD

He was an average Joe before the President called. Now, with cybernetic enhancements, he is more dangerous than any man on Earth.

SIGOURNEY

She is the match of any man or alien, a master of weapons and tactics, and her bionic abilities are more than skin deep.

GAME PAK · DATA BOX

S.C.A.T.

NATSUME

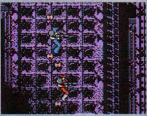
MEMORY	1M×1M	
	MMC1	--

POWER METER	
Graphics & Sound	3.6
Play Control	4.1
Challenge & Excitement	3.4
Theme & Fun	3.1

TM&©1991 Natsume Inc.

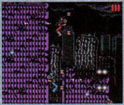
TWICE THE POWER

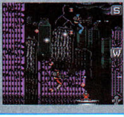
Although playing S.C.A.T. alone is a thumb-numbing challenge, it's even more fun if you team up with a bionic buddy. Parts of the game are so thick with aliens that the extra fire power is almost a must. Both Arnold and Sigourney have equal abilities and can use any of the weapons that you collect along the way.

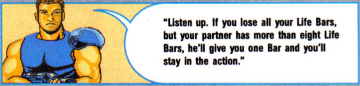


TWICE THE STRATEGY

Teamwork is the key to defeating the alien defenses. One player should face right while the other faces left so you will fight back-to-back. You'll still have to fly up and down the screen to pick off the aliens as they appear, but if you move quickly, none of them should penetrate your defenses. When attackers swarm from one direction, both of you should head into the attack.

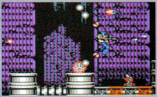


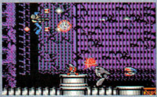



"Listen up. If you lose all your Life Bars, but your partner has more than eight Life Bars, he'll give you one Bar and you'll stay in the action."

MASTER YOUR BLASTERS

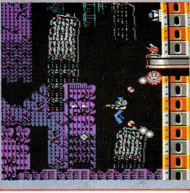
Each S.C.A.T. member has a pair of Blasters that can be positioned to fire at different angles. For maximum coverage, angle your Blasters about 45 degrees in the direction you are facing. If more enemies are appearing from a different direction, redirect your aim toward that sector.

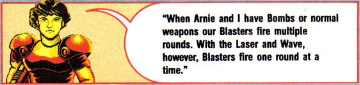




BLASTER STRATEGIES

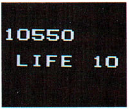
In parts of the game you'll fly up walls from which few enemies attack. To protect yourself against any aliens that do attack from the wall, angle your Blasters at 45 degrees toward the walls to sweep them clean.




"When Arnie and I have Bombs or normal weapons our Blasters fire multiple rounds. With the Laser and Wave, however, Blasters fire one round at a time."

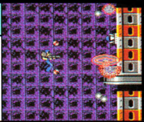
THE RIGHT STUFF

Besides gaining new weapons, you can also increase your Life Bars by blasting aliens. Only eight Life Bars show on the screen, but extra lives appear on the Game Over screen.


10550
LIFE 10

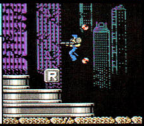
B BOMB

In areas where you need Blasters on rapid fire, the Bomb works well. Otherwise, Bombs themselves are slow to fire.



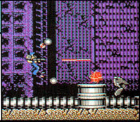
R RECOVER

Near the end of each stage, usually just before the final enemy, you'll find a Recover to boost your Life Bars.



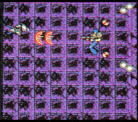
L LASER

This is the best weapon, so hang on to it once you get it. Your shots are continuous and make a steady stream.



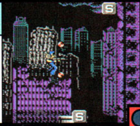
W WAVE

Next to the Laser, this is your best choice. The wide spread of the Wave can take out many enemies at once.



S SPEED

Increase your flying speed and maneuverability with this option. Get it as soon as you can.



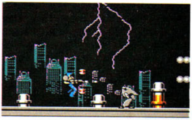
STAGE I

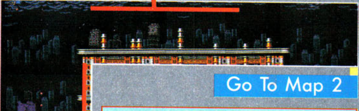
NEW YORK CITY

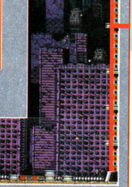
Like everyone else, the aliens want a piece of the Big Apple. Only problem is that they want it in pieces. Now the place is swarming with robots and defensive Lasers. You'll have to fly both horizontally and vertically while being attacked constantly. Grab the Laser in the first Pod to make life easier.

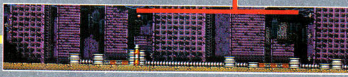
No Jumping Allowed

Robotic Hoppers fire balls of energy then leap up off the screen. A few seconds later they'll fall back to the ground or rooftop. Don't let them get a jump on you. As soon as you see them, start blasting. If they jump off the screen and fall back, they'll be behind you, and more dangerous.



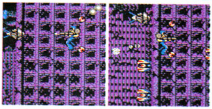






Home Sweet Homing Missiles

The only fond memories you'll have of these weapons is how you destroyed them. The large pod launches missiles that "home in on you." It's best to destroy the pod quickly before it fires the missiles.

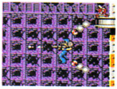


Start Map 1

Go To Map 2

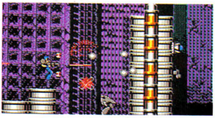
Be Prepared For A Pain In The Back

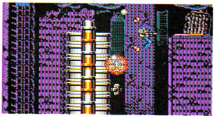
As you ascend the towers, hovering just a few feet from the wall, most of the enemies will attack from the left. That means your main weapon should be aimed to the left. But lasers and flying robots may also attack from the wall itself, so pick them up using your Blasters. When you descend, reposition your Blasters to scour the wall behind you.

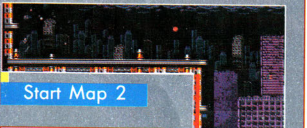


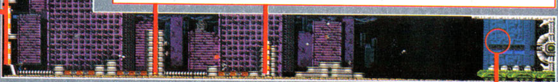
Forward Ho!

Always redirect the Blasters according to the direction of attacking aliens. For instance, if you destroy all the lasers and guns on a building, you should aim the Blasters forward to help meet the threat of oncoming foes.





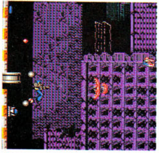




Start Map 2

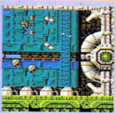
What Goes Up Must Come Down

Coming down the side of a skyscraper is no easier than going up. Use the same strategy with your Blasters that you used while flying upward. Take out laser beams before passing in front of them.

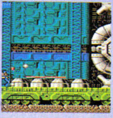


All Tanked Up And Nowhere To Go

At the edge of the city waits a giant tank that fires energy beams from an eye and wrecking balls from portals on its platform. If you have the Laser it's easy. Stand on the platform just to the left of the first portal and continually fire while aiming your upper Blaster at the eye. Without the Laser, you'll have to dodge the wrecking balls.



It'll take some fancy flying if you don't have the Laser. Aim for the eye and dodge the balls.



With the Laser, just stand as shown and blast away. Nothing could be easier.

S.C.A.T.™

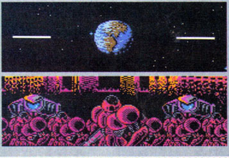
SPECIAL CYBERNETIC ATTACK TEAM

**Our continuing coverage of S.
48) will take you from a sub
filled with the invading alie
Malmort to his orbiting space
you'll learn the secrets of ridin
Astrotube and how to storm t
ship. Your mission to save Ear
restrial tyranny has just beg
your Lasers and hitch up thos
This is life in the fastest lane.**

STAGE 2

SUBTERANEAN REALM

The aliens have dug in for the long haul here in the heart of the planet. You'll grapple with huge mechanical arms while avoiding the concentrated fire of enemy robots as you seek the Astrotube.



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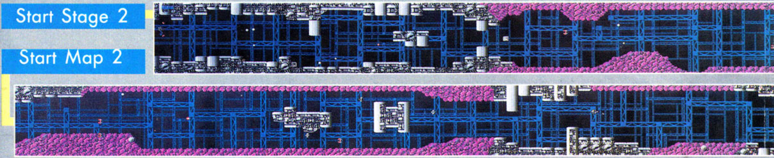
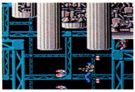


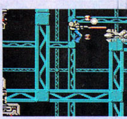
Danger From Below

While passing beneath the two columns, you'll be exposed to attacks from below. Position your Blasters to fire straight up and down.



Cyber Snake

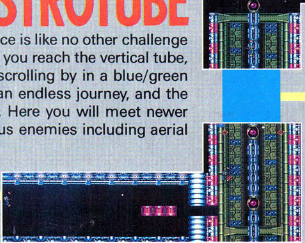
At the end of the underground is an alien monstrosity in the form of a snake. Stay in the middle of the chamber, firing at the snake's head and dodging the homing missiles.



STAGE 3

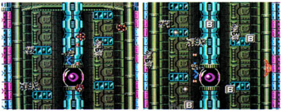
THE ASTROTUBE

The gateway to space is like no other challenge you've faced. Once you reach the vertical tube, the screen begins scrolling by in a blue/green blur. It seems like an endless journey, and the aliens never let up. Here you will meet newer and more dangerous enemies including aerial mines.

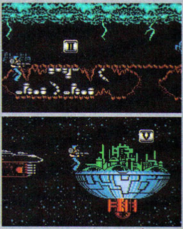


Blink And You're History

The most confusing aspect of life in the Astrotube is the speed at which the background passes. You feel as if you're out of control. On the upside, the enemies are no more numerous than before. Avoid getting the Bombs halfway up. Their slow rate of fire is a definite handicap.

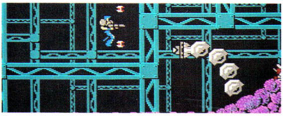


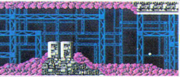
.A.T. (from page
erranean world
. forces of Vile
command. Here,
g the high speed
e stellar Battle-
h from extrater-
n. So power up
bionic britches.



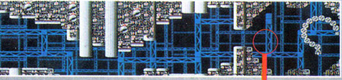
An Arms Race

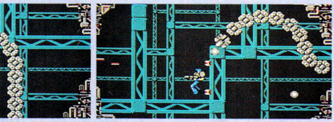
anized
g toward
suddenly
to grab
directly at
then
flying

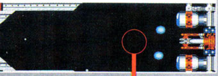




GO TO MAP 2

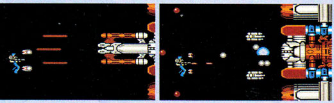






Tons of Guns

the end of this stage take out the upper and
wer guns first, then aim for the middle. If you
ve three Life Bars it'll be easy.

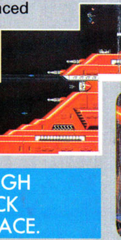


STAGE 4
THE BATTLESHIP

It's huge and red, bristling with lasers and protected by swarms of angry aliens. Your job is to reach the aft warp drive engines and blow them, but this is the most fire power you've faced yet and you'll need to play it smart. Take your time and don't waste Life Bars.

Blasti

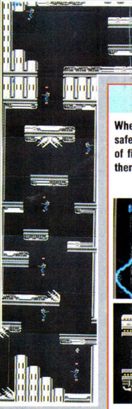
Use your upper
Blaster to zap
laser cannons.
hovering just a
or below the la
you'll be out of
path of the hig
energy beams.



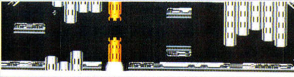
PASS THROUGH THE AIRLOCK TO OUTER SPACE.

STAGE 5
THE ORBITING PLATFORM

Here in the ocean of space you'll find Vile Malmort's command post guarded by the greatest concentration of defenses ever seen. The laser cannon on the roofs and floors are brutal and the alien robots are the fittest fighting machines within a thousand Light-years.



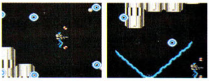
Whe
safe
of fi
ther



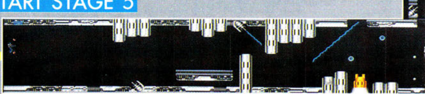
START MAP 2

RINGS OF FIRE

The Rings of energy are invincible, but if you attack them at their source you'll get by.



START STAGE 5



ng The Lasers

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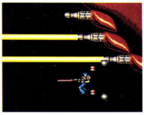
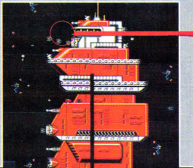
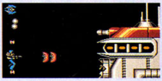
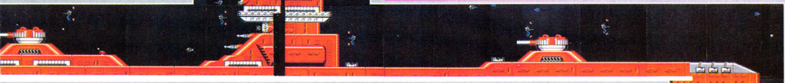


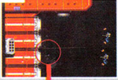


Battle On The Bridge

The Bridge of the Battleship is heavily defended. Knock out the twin lasers by blasting through the glass window.

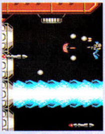


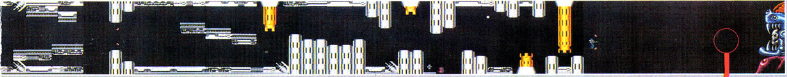




Wax The Warp Drives

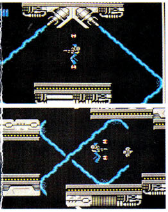
By the time you reach the stern of the Battleship, you'll be ready for rest. No such luck. Dodge the missiles and aim at the Warp Drive engines with your Laser or Wave.





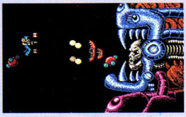
Laser Lapses

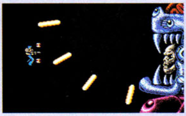
n you spot a laser, look for the
ty zone before moving into the line
re. Don't bother trying to blow
n away. They're indestructible!



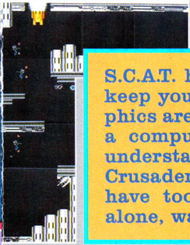
Vile Malmort

Like Darth Vader on a grander scale, Vile Malmort is a force to reckon with—a force of the Dark Side. Luckily your strategy is simple. Aim at his skeletal face while dodging the arsenal he fires at you. Not so luckily, he has quite an arsenal to unleash. Beef up your response by aiming your Blasters forward. Quickness counts, too. Make sure you pick up the Speed option early in Stage 5. And extra Life Bars will help big time.

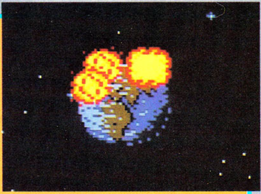




TO MAP 2



S.C.A.T. has all the action and more to keep you alien hunters happy. The graphics are top notch too and there's even a computer generated voice you can understand! Two experienced Couch Crusaders playing simultaneously won't have too much trouble, but if you're alone, watch out!



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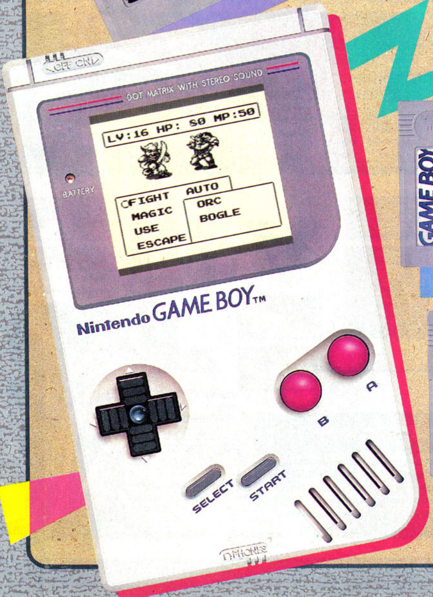
Ultima: The Runes of Virtue


OFF ON
DOT MATRIX WITH STEREO SOUND
LV:16 HP: 80 MP:50
FIGHT
MAGIC
USE
ESCAPE
AUTO
ORC
BOGLE
BATTERY
Nintendo GAME BOY™
A
B
SELECT
START
PHONES

Nintendo GAME BOY™
GAME BOY
MICKEY'S DANGEROUS CHASE

Mickey's Dangerous Chase

Nintendo GAME BOY™
GAME BOY
SUPERSTARS

WWF Superstars

Nintendo GAME BOY™

Pac-Man

Nintendo GAME BOY™
GAME BOY
CAESARS PALACE

Caesars Palace

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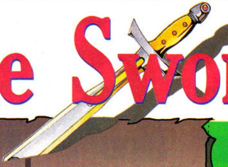
The Sword of Hope™

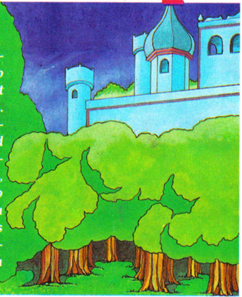


Prologue

Long ago, peace was assured in the kingdom of Riccar by a Sword which was thrust in a painting of the kingdom's most feared enemy. As long as this Sword, the Sword of Hope, was in place, the evil dragon would not use his force. The Dragon did, however, persuade the King to remove the Sword through the power of the mind. Since then, evil has reigned.

Hope Comes To Riccar

Most of the citizens of Riccar were transformed into Trees by the forces that commanded the Kingdom. But, one brave Knight escaped this fate and saved the King's son from certain death. Now the son, Prince Theo, has grown to manhood and it's up to him to free the kingdom. Thus a new role-playing adventure from Kemco/Seika begins.



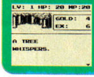
……Prince Theo Starts His Quest……

Level 1

Pascal's Forest

Pascal, the knight who saved and brought up Prince Theo, has lived in this Forest since the evil era began. Theo will journey from here.

Talk To The Trees

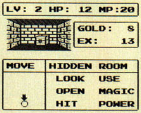


LV: 1 HP: 20 MP:20
GOLD: 4
EX: 6
A TREE
WHISPERS.

While most of the citizens of Riccar have been Trees for many years, they still see and hear what has been going on in the Kingdom. Talk to them for information.

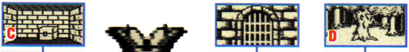
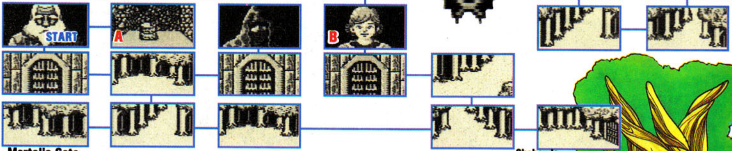
A Mysterious Spell

Spell Of
GRACE

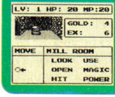


LV: 2 HP: 12 MP:20
GOLD: 8
EX: 13
MOVE
HIDDEN ROOM
LOOK USE
OPEN MAGIC
HIT POWER

The keeper of the shop (Area B) will offer to sell you supplies when you enter her establishment. Buy supplies if you have enough Gold. Then leave and immediately return. The shopkeeper will remember you and tell you of a Treasure Chest in the back room (Area C). Open this Chest and you'll receive the Spell of Grace.

Pascal's Stone Mill

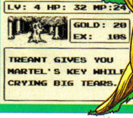


LV: 1 HP: 20 MP:20
GOLD: 4
EX: 6
MOVE
MILL ROOM
LOOK USE
OPEN MAGIC
HIT POWER

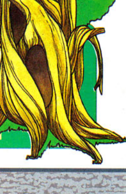
As you begin your journey the Stone Mill (Area A) will not hold much significance. Later, though, you will discover a secret at the Mill.

Martel's Key

There's a huge Tree in the upper right section of the forest (Area D). Hit the Tree and defeat it when it turns into Treant. You'll get The Key to Martel's Domain from this battle. Martel is one of the three Magicians who can assist you in your quest.

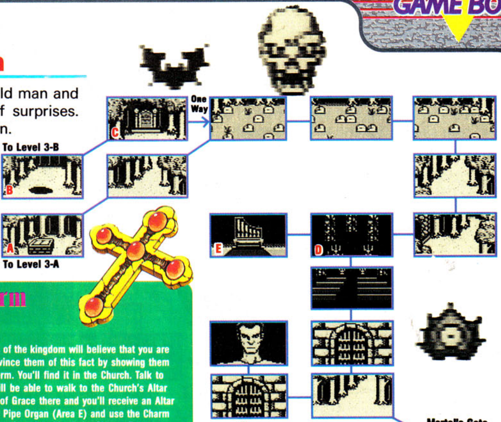


LV: 4 HP: 32 MP:24
GOLD: 20
EX: 108
TREANT GIVES YOU
MARTEL'S KEY WHILE
CRYING BIG TEARS.



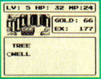
Level 2
Martel's Domain

Martel is a very mysterious old man and his domain is equally full of surprises. Explore carefully and forge on.



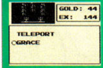
Martel's Gate

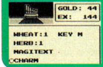
The Well


LV: 5 HP: 32 MP:24
GOLD: 66
EX: 177
TREE
○WELL

There is a Rotted Wooden Lid over the Well. Lift it and you'll be able to enter the Well.

Claim The Ruby Charm


GOLD: 44
EX: 144
TELEPORT
○GRACE

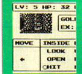

GOLD: 44
EX: 144
WHEAT:1 KEY M
HERB:1
MAGITEXT
○CHARM

Not all of the inhabitants of the kingdom will believe that you are the prince. You can convince them of this fact by showing them Queen Remy's Ruby Charm. You'll find it in the Church. Talk to Martel twice and you will be able to walk to the Church's Altar (Area D). Use the Spell of Grace there and you'll receive an Altar charm. Then walk to the Pipe Organ (Area E) and use the Charm there. The Charm will transform into the Ruby Charm. Return to Martel and he will believe that you are indeed the prince.

Level 3
Martel Assists

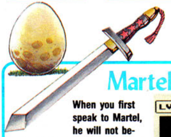
The Well in Martel's Domain is home to many strong enemies such as Goblins and Slugs. Take supplies with you and keep fighting.

Poliniyak's Soul

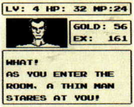

LV: 5 HP: 32
GOL
EX:
MOVE
←
INSIDE
LOOK
OPEN
○HIT

The Real Swords Man

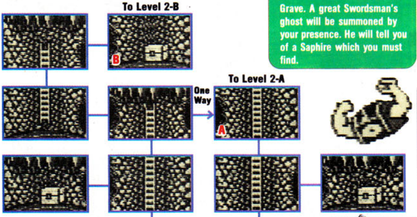
Hit the wall in the upper left section of the Well (Area B) and a Vine will appear. Climb the Vine and move on to a Grave. A great Swordsman's ghost will be summoned by your presence. He will tell you of a Saphire which you must find.

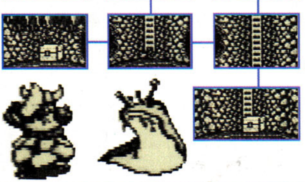


Martel Assists

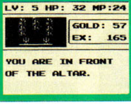

LV: 4 HP: 32 MP:24
GOLD: 56
EX: 161
WHAT!
AS YOU ENTER THE ROOM, A THIN MAN STARES AT YOU!

When you first speak to Martel, he will not believe that you are who you say you are. Bring him the Ruby Charm, and he'll open the gate for you. With a flash of magic, Martel will bring extra strength to your Sword by making it the Three-Star Sword. He will also ask you to help him with his pet pigeon which has fallen ill. Hit the pigeon lightly with your princely touch and the pigeon will be cured, laying a valuable White Egg.



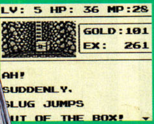


The Altar Calls


LV: 5 HP: 32 MP:24
GOLD: 57
EX: 165
YOU ARE IN FRONT OF THE ALTAR.

Throughout your quest, it will serve you well to occasionally return to the Altar and use the Spell of Grace. The same force that gave you the Ruby will help with continuing clues.

Fight For Shabow's Key


LV: 5 HP: 36 MP:28
GOLD:101
EX: 261
AH!
SUDDENLY,
LUG JUMPS
UT OF THE BOX!

There is a Treasure Chest at the bottom of the Well. A very strong Slug waits to surprise you in the Chest. Prepare yourself for a battle before you open it. Then fight the Slug for possession of the Key to Shabow's Domain.

Level 4

Shabow's Domain

The creatures of Shabow's Domain are the most devastating that you've met to date. It will take skillful fighting to get through.

Shabow's Test

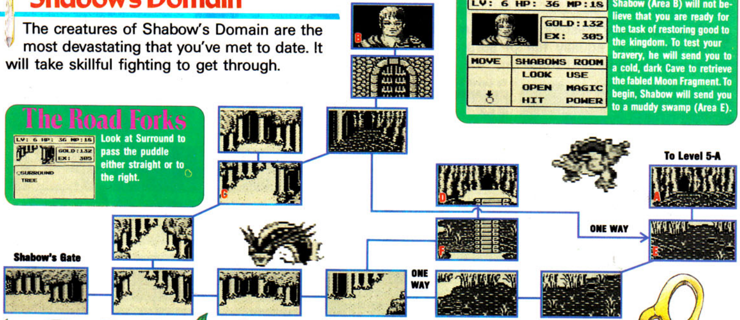
```
LV: 6 HP: 36 MP:18
        GOLD:132
        EX:  305
MOVE  SHABOWS ROOM
       LOOK   USE
       OPEN   MAGIC
       HIT    POWER
```

Shabow (Area B) will not believe that you are ready for the task of restoring good to the kingdom. To test your bravery, he will send you to a cold, dark Cave to retrieve the fabled Moon Fragment. To begin, Shabow will send you to a muddy swamp (Area E).

The Road Forks

```
LV: 6 HP: 36 MP:18
        GOLD:132
        EX:  305
○SURROUND
 TREE
```

Look at Surround to pass the puddle either straight or to the right.

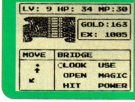


Level 5

Shabow's Domain The Cave

Shabow has constructed this Cave to test the bravery of young fighters such as yourself. Follow the map and fight for the Fragment.

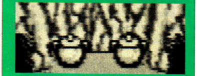
Camu's Key



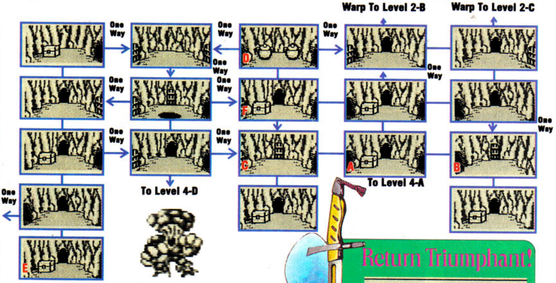
```
LV: 9 HP: 34 MP:30
        GOLD:163
        EX: 1005
MOVE  BRIDGE
      ○LOOK   USE
       OPEN   MAGIC
       HIT    POWER
```

Look at the River in Area F and a Lizard will pop out. If you can successfully beat this slippery fiend, you'll earn the Key to Camu's Domain.

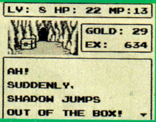
Choose Your Poison



There are two Bottles in Area D. Look at the wall and it will tell you that one is good and one is bad. The truth is that neither bottle will help you.



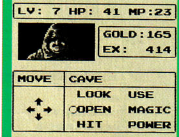
Finally, The Fragment!



```
LV: 8 HP: 22 MP:13
        GOLD: 29
        EX:  634
AH!
SUDDENLY,
SHADOW JUMPS
OUT OF THE BOX!
```

The deepest, darkest corner of the Cave holds a Treasure Chest. Open it and a tremendous Shadow will appear. This is the creature you must defeat to get the Moon Fragment.

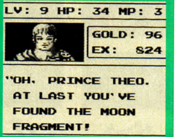
Gold Is Very Good



```
LV: 7 HP: 41 MP:23
        GOLD:165
        EX:  414
MOVE  CAVE
       LOOK   USE
      ○OPEN   MAGIC
       HIT    POWER
```

The old man in Area F will offer to sell you Gold Armor. The price is 250 Gold Coins but well worth it. If you're serious about your quest, you should buy this awesome protection.

Return Triumphant!



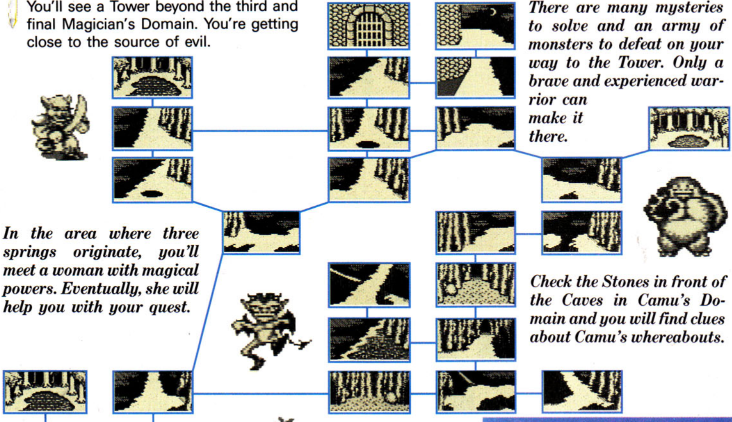
```
LV: 9 HP: 34 MP: 3
        GOLD: 96
        EX:  824
"OH, PRINCE THEO.
 AT LAST YOU'VE
 FOUND THE MOON
 FRAGMENT!
```

Bring the Moon Fragment back to Shabow and he'll reward you with an even more powerful sword. His pigeon will also give you an Egg.

Level 6
Camu's Domain &
Level 7
Camu's Tower

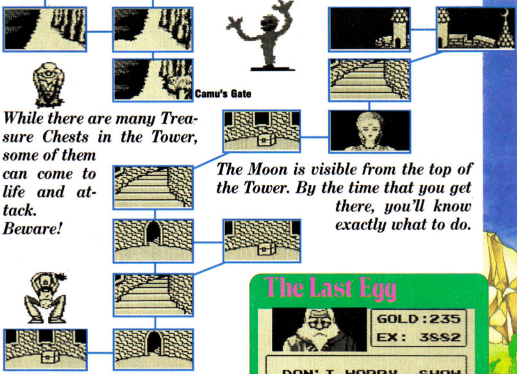
You'll see a Tower beyond the third and final Magician's Domain. You're getting close to the source of evil.

There are many mysteries to solve and an army of monsters to defeat on your way to the Tower. Only a brave and experienced warrior can make it there.



In the area where three springs originate, you'll meet a woman with magical powers. Eventually, she will help you with your quest.

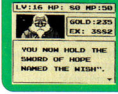
Check the Stones in front of the Caves in Camu's Domain and you will find clues about Camu's whereabouts.



While there are many Treasure Chests in the Tower, some of them can come to life and attack. Beware!

The Moon is visible from the top of the Tower. By the time that you get there, you'll know exactly what to do.

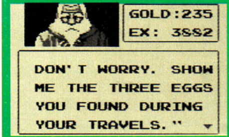
Wish Upon A Sword



LV:16 HP: 50 MP:50
GOLD:235
EX: 3882
YOU NOW HOLD THE SWORD OF HOPE NAMED THE WISH".

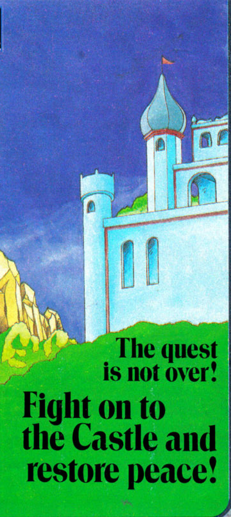
Search the Domain for the Wish Sword. It's your only hope for victory in the battles ahead.

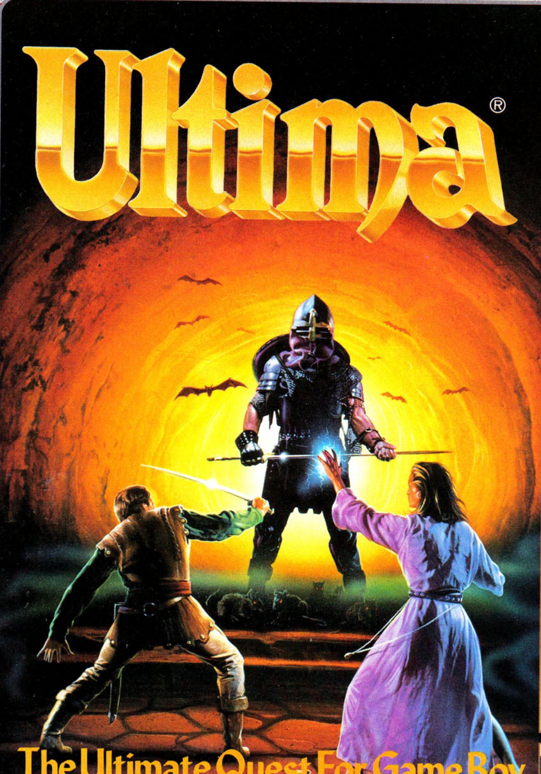
The Last Egg



GOLD:235
EX: 3882
DON'T WORRY. SHOW ME THE THREE EGGS YOU FOUND DURING YOUR TRAVELS."

You'll receive a third Egg once you complete your adventure in the Tower. All three of the Eggs will be very useful later.


The quest is not over!
Fight on to the Castle and restore peace!



Ultima®

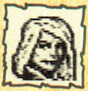
The Ultimate Quest For Game Boy

Finally there's an adventure for Game Boy to rival the scope and excitement of such NES hits as The Legend of Zelda. Ultima: The Runes of Virtue by FCI combines the thrill of hand-to-hand combat with the wonder of exploring a vast world. But that's only the half of it. As you journey among the five islands of Lord British's realm you'll delve into seemingly endless caverns in search of the missing Runes of Virtue. Supplied with food, magical items and weapons of your choice, you'll face mazes, fierce enemies and get advice from strangers who may or may not be telling the truth. Don't confuse this game with the NES versions of Ultima. You can build up your character as in an RPG, but the overhead view puts you directly in the battle. There's even a Game Link option for two players.

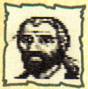
© 1991 FCI © 1991 PONY CANYON © 1991 ORIGIN

Choose A Hero

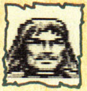
Your quest begins by picking one of four champions, each with his or her own strengths and weaknesses.



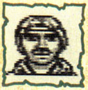
Mariah the Mage is a well balanced character who excels at the use of magical items. Her Strength and Dexterity will rise quickly.



Iolo the Bard is a friend of Lord British, but his ace in the hole is a high Dexterity rating, making it easy for him to dodge during battle.

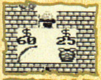


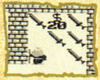
Dupre the Fighter begins the game as strong as an ox. He has the strongest weapon, too, but his Intelligence and Dexterity are low.

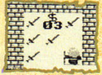


Shamino the Ranger is the most balanced of the characters and a good choice for your first adventure.

Weapons For Sale

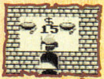


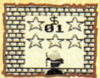


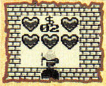


In the shop east of Lord British's castle you'll find daggers, swords, flasks of oil, bow and arrows and armor. More powerful weapons and armor can be found or purchased later in the game.

Keeping Fit

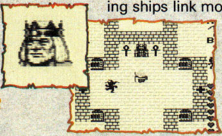




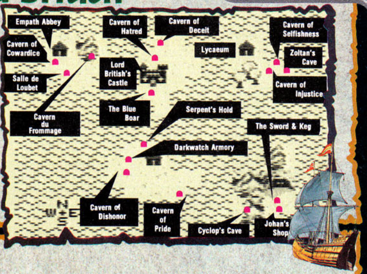


While exploring caves you're bound to expend Life Hearts and Magic Stars. Pack along some Food to refill Life Hearts or buy Hearts and Stars at the southern shop before venturing forth on your quest.

The Realm of Lord British

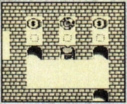


Brittania is a country of five major islands and several smaller ones. Sailing ships link most of the islands, but crossing to others may require the use of magic or a tunnel. Your quest begins at the Castle of Lord British near the caverns of Hatred and Deceit—your first goals.

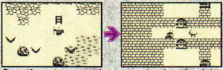

Empath Abbey
Cavern of Hatred
Cavern of Deceit
Cavern of Selfishness
Cavern of Cowardice
Lycaeum
Zoltan's Cave
Salle de Loubet
Lord British's Castle
Cavern of Injustice
The Blue Boar
Serpent's Hold
Cavern du Frommage
The Sword & Keg
Darkwatch Armory
N
W E
S
Cavern of Dishonor
Cavern of Pride
Cyclop's Cave
Johan's Shop

Cavern of Deceit

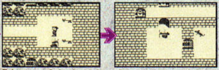
Easy Money



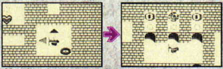
Follow the directions below to earn money quickly and safely. The extra bucks will come in handy.



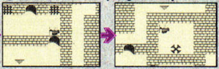
From the entrance to the cavern, head to the right and pass through the door into a corridor full of mushrooms.



Take one of the keys from Finn then go back down the corridor to the lower door. You'll meet Finn again. Don't believe everything he tells you.



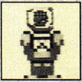
After jumping down the hole. Step on the arrow and warp to the left. Then head up and to the right and take the five dollar token.

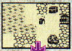


To loop back to the cave's entrance so you can repeat the steps above, head down to the arrow shown. From the room with the X you warp back.

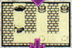
Rune of Honesty

The Rune of Honesty in the Cavern of Deceit is the easiest of the eight runes to collect.

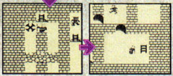




From the Swamp Chamber take the same door that led you to the Easy Money. Once you pass through the door, it vanishes.

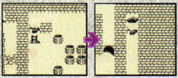


Collect the key from Finn, but this time take the upper door. Stepping on the floor plates activates a volley of arrows.

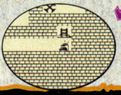


Forge a path by heading into the dead ends, which open up magically. Later, flip the switch in Kador's room when the Troll is at the top of his chamber.

In the Trolls' Room, you can protect yourself by pushing barrels in front of the Trolls. When you see Finn again, ignore his advice and follow the path shown.

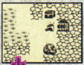


Head to the lower left chamber using the floor plates. The rune is on the next level. Just flip the switches.

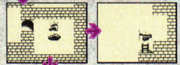


Magic Wand

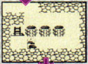
With the Magic Wand you can burn the thick spider webs that block the ship that sails west.



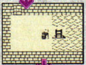
Once again you must start at the Swamp Chamber in the Cavern of Deceit.



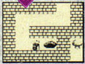
Use Finn's key to open the lower door in the corridor. Head left to the room filled with bats, then take the ladder down to the next level.



Kador the dog has hidden a Hammer in the mushroom. Use it to break the barrel that blocks the ladder to the next level.



Ignore the ominous warnings and head up and to the left. When you find the trolls, look for holes in the walls and the secret passage.



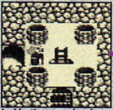
Get the keys and the mushroom in the locked room, but leave the other mushrooms. Use secret passages to find the Wand on the floor below.

Cavern of Hatred

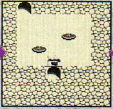
Just north of Lord British's castle is a cave full of bats, tigers, killer trees called Reapers . . . and the Rune of Compassion.

Magic Axe

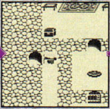
The Magic Axe is a potent weapon, although it inflicts less damage than the Sword.



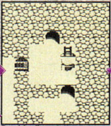
Inside the cave, head down the corridor and into the rooms on the right. Battle through the rooms until you find the ladder.



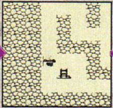
In the lower level, enter the room with the fountains and bat, and pass through the door on the far side of the room.



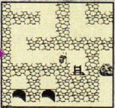
Skirt the center area of rooms to reach the left door more quickly, but if you do you'll miss out on a riddle and treasure.



On this floor you can enter the Arena and battle for treasure, or take the ladder pictured here and continue searching for the Axe.



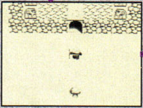
Once again your fastest route is to circle around the outside of the maze to the ladder. Inside the maze are mushrooms that give valuable items.



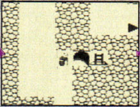
You'll have to push the floor plate and release the tigers to pass through this floor. Luckily you can keep the tigers caged by using the boulders.

Rune of Compassion

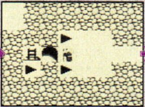
The Rune of Compassion is guarded by two Reapers who never sleep or even blink.



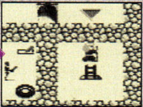
Go through the Arena and past the statues that shoot spears. But if you take the mushroom, prepare to do battle with a host of enemies.



Once you sprint past both sets of the angry statues, take the ladder to the right and climb down into Dr. Cat's cave.



Push the boulders into the slots then flip the switch and transform the rocks into warps. Get the key in the left room, then take the warp to the corridor.



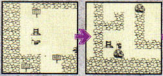
Here you'll need to get a key and flip a switch in order to reach the ladder. On the final level, eat the first mushroom and step on floor plates to dry up the stream.

Cavern of Cowardice

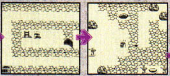
On the eastern island you'll find the Cavern of Cowardice, and inside it, the Rune of Valor and the Magic Rope.

Magic Rope

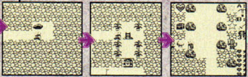
Use the Magic Rope to cross rivers and narrow channels of the sea or streams in caves.



Wind your way through the first level maze by heading clockwise. Ignore the signs and be prepared for attacks by enemies. On the next floor, push the boulders out of the doors.



Battle through a winding labyrinth then fight through several more rooms of enemies to reach the ladder. On the level below, look for the hole in the right wall. That is the secret passage you need to take.



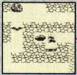
Throw the switch, get the enemies to defeat each other by running between them and eat a mushroom to open a secret door. Simple.

To A

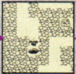
Rune of Valor

The Rune of Valor will prove your courage, but the path is long. Take extra Food with you.

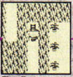
From A



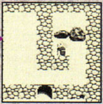
On the level where you get the free Food, head down and to the right. Use your Magic Rope to cross the stream, then jump down the hole.



Pick up the two keys on this floor, then flip the switch and head toward the lower left side where you'll find a hole leading to the next level.



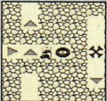
The first two rooms contain tables and a set of chairs that jump from room to room. Follow the warp arrows and head to the left side of the maze and the ladder shown here.



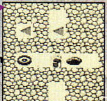
Watch out for the Reaper and its volleys of arrows. To reach the hole, you'll have to defeat the bats and troll, then take a secret passage up into the room that is blocked by a boulder.

To B

From B



This chamber is full of warp arrows. Follow the arrows heading to the left and eventually you'll see a hole in the wall. Take the secret passages and you'll come to a warp disc.

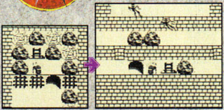


The warp disc shown above transports you to the little room with the hole in the floor. Drop down to the next and final level. To pass the statues, run past the first set then move step-by-step.

Beware of creatures above ground, too!

Cavern of Selfishness

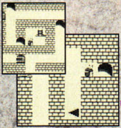
Cast your Magic Rope across the waters to reach this eastern isle. Inside is the Rune of Sacrifice.



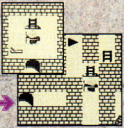
No matter what goal you seek, you'll begin in these chambers where you must dodge the Jaggers and find secret passages in the walls.

Rune of Sacrifice

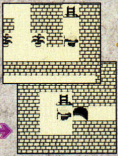
To prove your self-less dedication to the ideals of law and order you must obtain this lost rune.



Only Lightning can dis-lodge the Black Knight.



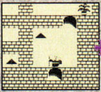
Believe it or not, one Eep Eep actually says something other than "Eep eep!" Find him and then look for the ladder.



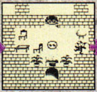
Head down to this chamber and through the door at the bottom. Wandering around only wastes Life Hearts.

Magic Chalise

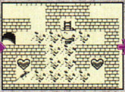
Recover lost hearts when you gain the Chalice, but it will cost magic stars.



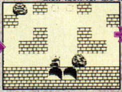
Gather the keys to open the door to the room of Eep Eeps and get the Trumpet at the end of the webbed corridor.



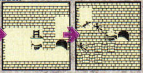
Pull the switch in the room of Eep Eeps and use the Trumpet to freeze them. Go down and to the right.



In this area you'll have to contend with hordes of spiders. Cut through their webs and look for the ladders.



To get to the first ladder, follow the Eep Eep. To get a key you'll have to attack a Treasure Chest.



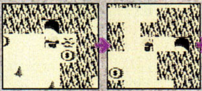
Here you can take either the left or right ladder, then you'll have to enter the long secret passage in the wall. Just follow the black holes and work your way up to the door as shown.

Cavern of Injustice

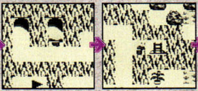
To the west lies the Cavern of Injustice. There you will find lava flows and fool's gold and, perhaps the Rune of Justice.

Pan Pipes

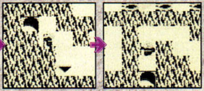
The Pan Pipes freeze monsters in their tracks for a short while.



Like the sign in the entrance says, you only have 15 seconds to find two keys and race through these chambers. In the next chamber, go to the door to the right.



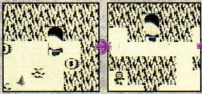
At the top of this chamber you'll find two doors. Take the first. In the chamber beyond, dodge Slime and head for the ladder. Remember that swamp areas slow you down.



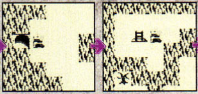
Avoid the warp arrows and wind your way to the far left side of the chamber. Now you'll have to walk through lava. Take the lower door to find the Pan Pipes.

Rune of Justice

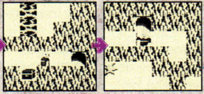
The fifth rune lies deep in the Cavern of Injustice



Rush through the first floor in 15 seconds to avoid the fireballs. In the next chamber, follow the trail to the right and take the upper door.



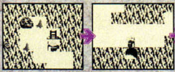
In this chamber, dodge the pesky Eep Eeps and head for the left door. Next, make your way to the ladder in the upper left-hand corner, but watch out for traps.



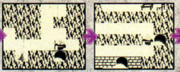
In the first chamber of this floor all you have to do is avoid the lava and head to the lower right-hand door. Then head up and to the left through the lava.

To A

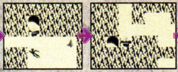
From A



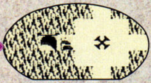
Ghosts, mice and other enemies attack as you shove a boulder out of the path and head to the upper right ladder. On the next floor, take the lower door.



Get the key to the right then take the Hammer in the locked room. Break the barrel and go down. In the next chamber, go to the right treasure room and exit right.



Defeat the Slime using your most potent weapon, then find the door at the top of the chamber. Now get the Hammer from the mouse room and head left.

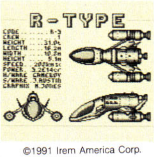


Defeat the treasure chest for the Hammer, then go to the room marked with an X. Step on the X to open a door. You're almost to the rune now, but the quest is far from over.

R-TYPE®

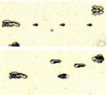
Battle From Beyond

There's no need to panic! It's all under control. Yes, bloodthirsty aliens from the planet BYDO are on a collision course for Earth and, yes, you have been elected to battle them on your own. But, you do have the R-Type all-purpose space vehicle and it is perfect for your alien-annihilating needs. You'll do fine. Really.



R-TYPE

CODE........R-9
CREW..........1
WEIGHT.....31.0t
LENGTH.....16.2m
WIDTH......10.8m
HEIGHT......5.1m
SPEED...202km/s
POWER..3.2E14cr
H/WARE GAMEBOY
S/WARE J.AUSTIN
GRAPHIX M.JONES

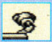


Climb into the nifty new R-Type and get ready of an Earth-saving mission.

©1991 Irem America Corp.

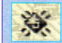
Power-Up And Take-Off

This is a perfect translation of the Arcade Classic.



Power Shuttle

These contain Power-Up Items.



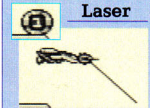
Speed-Up

Get revving with an engine upgrade and maneuver with more confidence.

Plasma

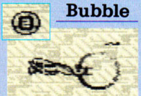
It's a blistering ball of energy that can destroy anything in its path.

Laser



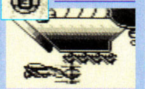
Bounce this beam off barriers and blast away!

Bubble



Burst the Aliens with a steady stream of power.

Fire Chain

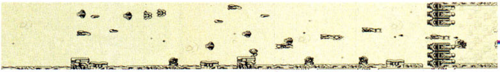


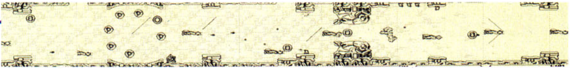
Spread a flame and take care of Alien hordes.

Power Pod

After destroying your first Power Shuttle you'll earn this potent Pod of Power. Use it to shield your ship or to destroy enemies. It can be attached to the front or aft of your ship, or sent out ahead to spread your fire.

STAGE 1

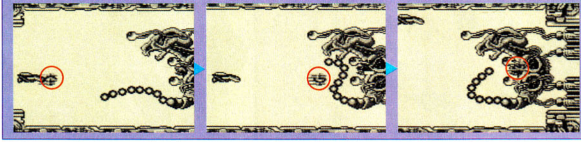


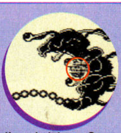


The gateway to the Alien Base is guarded by a small troop of low-level creatures. It's just a warm-up for what's beyond.

LEADER GLADIATOR

Looking like it slithered out of a sci-fi movie, the acid-blooded ruler of Stage 1 means to stop your mission short. Send the Power Pod to its stomach and blast away from a safe spot near the top of the screen.





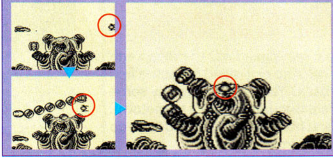
If you don't have a Power Pod, you can knock out the Gladiator with five super shots. Hold down the B Button and let go when the meter's full five times.

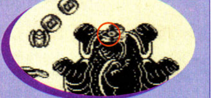
STAGE 2

The enemies are a little nastier in this section. They tend to surprise you by leaping out of the Alien ooze. Rapid firing is a key to survival in the BYDO Empire. Blast away!

LEADER GOMBA

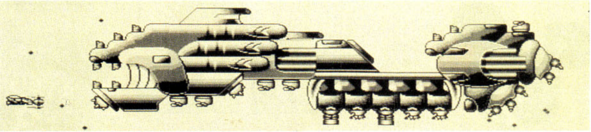
This weird creature is a biology experiment gone bad! As if the fireball blasting tubes weren't enough, there's also a slimy creature slithering in and out of this massive being. The weak spot is on the top. Maneuver the Power Pod and get out of the way.





While you're flying above the Gomba, release the Pod. Then slip down to safety and call it back. It should stop right on the Gomba's weak spot!

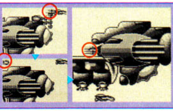
STAGE 3



The Leader of Stage 3 is so large that it alone is the entire stage! Hit the Power Shuttles and get ready for a big, big battle!

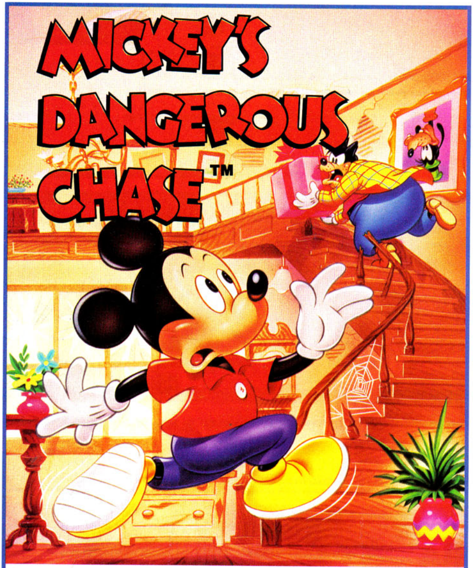
CRUSADER

This huge battleship is built to last. After you hit the Power Shuttles and earn the Fire Chain, work your way under the Crusader, switch the Pod to the back when you get to the other side and release it to the left. Then lure it down to the weak spot and fire!



Keep fighting! We're counting on you!

MICKEY'S DANGEROUS CHASE™

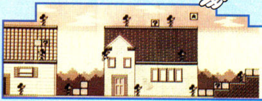


Oh No! Where's Minnie's Present?

Mickey has bought a gift for his pal gal Minnie but the mean and jealous Pete has stolen it! Can you help the pint-sized twosome find Pete and get Minnie's special gift back? You'll have to get by some pretty wild animals as you chase Pete through Mickey's hometown. But with help from your pal Goofy and his special clues, you can't go wrong in this latest Disney adventure from Capcom.

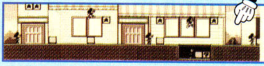
STAGE 1-1

Yay! It's Mickey's hometown! Make yourself at home while you check out all the houses in this star-studded village!



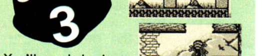
STAGE 1-2

The shopping center is no place to window shop! Although the items are free, you'll have to work hard to get them here.



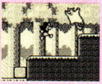
STAGE 1-3

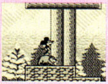
Rough waters are ahead for you and your pals! Use this shiny new speedboat to get you where you want to go.



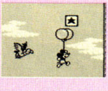
STAGE 2

Danger looms ahead for our fun loving twosome! Some of the friendlier animals here will let you ride on their backs. Find all four of the special bonus blocks and you can earn a 1-up. You'll need it here.

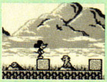


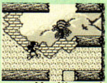


Golly! How will they ever find Pete in here? Help them Goofy... help them!



STAGE 3





You'll need the Invincibility potion to get through the tough areas. Collect all the stars. You'll need them!

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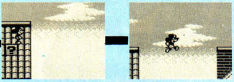
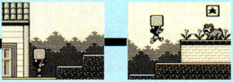
1-UP STAR!



Climb to the 1st house roof and jump to the the 2nd house to get this special 1-up star.

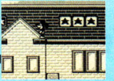
BAD TO THE BONE!

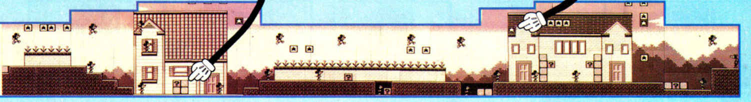
Pluto won't like this . . . ! It's going to be doggie begone days for these pups if you use these blocks to clear your path.



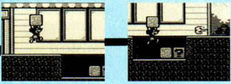
5-STAR BLOCK!

Don't go too far to the right or you'll miss your chance at this super star!



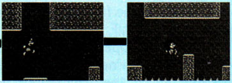


STAY DRY WITH THESE BLOCKS



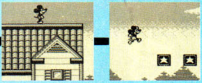
It takes two blocks to turn off these fire hydrants. Watch out for their spray of water!

TAKE THE EASY ROUTE

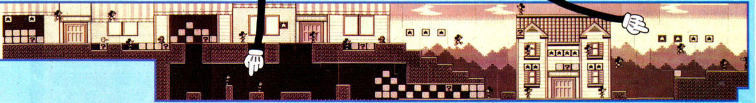


Don't go underground too soon. The spikes are very sharp down here.

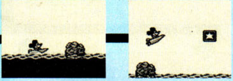
REACH FOR THE STARS



To get to the two 5-star blocks, jump from the roof to reach the first then use the block to reach the second.

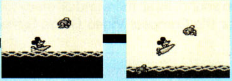


AHOY MATEY . . . ROCKS AHEAD!



Aye Capt'n! You gotta watch out for the rocks around here! Speed up your boat and you can jump over them.

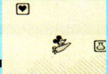
YIKES! FLYING FISH AHEAD

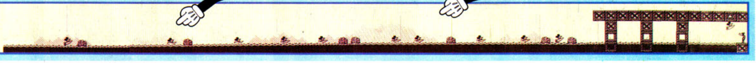


With some quick timing, you can speed under the fish or jump over them to safe passage.

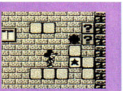
BONUS BLOCKS AHEAD

Stay at the front of the screen to get these special blocks, but watch out for other obstacles!

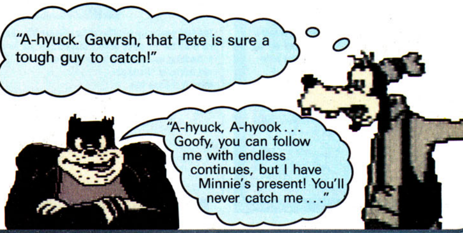




STAGE 4



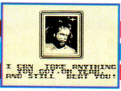
There's a lot of work to be done to get through the Industrial area. You'll have to make some tough jumps in some tight spots!


"A-hyuck. Gawrsh, that Pete is sure a tough guy to catch!"
"A-hyuck, A-hyook . . . Goofy, you can follow me with endless continues, but I have Minnie's present! You'll never catch me . . ."

WWF® SUPERSTARS™

YOUR STRENGTH, YOUR SKILL, THEY PALE BESIDE THE FORCE OF

NO WARRIOR CAN EVER VANQUISH HULKAMANIA!

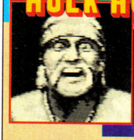

I CAN TAKE ANYTHING YOU GOT, OH YEAH, AND STILL BEAT YOU!

I WILL PERFECT-PLEX MY WAY TO VICTORY!

IF TALENT WERE MONEY, I'D STILL BE WEALTHY, BUT YOU

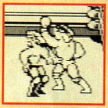
Pro Wrestling may not be the most believable sport around but it definitely is one of the funnest. And fun is what LJN's WWF Superstars is all about. From the opening insults to the after-match commentary, this game captures all of the excitement and spectacle of the "real" thing. Climb into the ring with a computer controlled opponent or challenge a friend to a Game Link match. You can control one of the five most amazing wrestlers in the WWF Circuit. Thrill to the bone busting, kneedropping, mat-munching madness as these masters of the ring perform their most famous moves in crisp Game Boy graphics and super stereo sound. Its all there and all ready to go for the Compact Video Game System.

HULK HOGAN



Height: 6'8"
Weight: 303 lbs.
Power Move: Uppercut

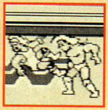
The Hulkster is undeniably the king of the WWF. No one has surpassed his fame or his incredible arms-of-steel strength. When they're not stunned by his power, Hulk's opponents are dazzled by the sparkle of his championship belts.



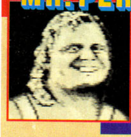
ULTIMATE WARRIOR

Height: 6'2"
Weight: 275 lbs.
Power Move: Headbutt

The Ultimate Warrior is a fast and furious wild man in the ring. He can unleash a round of knockdown moves so quickly that even his most agile opponents will be wondering what hit them. And he won't stop 'til they're down for the count.

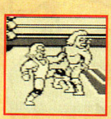


MR. PERFECT



Height: 6'0"
Weight: 257 lbs.
Power Move: Kneelift

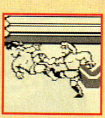
While he's not the fastest or strongest wrestler on the circuit, Mr. Perfect has style like no other. Mr. Perfect's moves are many but none compare with his no nonsense kneelift and "Perfect-Plex Suplex." Talk about keen!



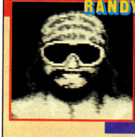
MILLION DOLLAR MAN
TED DIBIASE

Height: 6'3"
Weight: 260 lbs.
Power Move: Shinkick

The independently wealthy Million Dollar Man has no need for the prize money that he can get for pulverizing opponents. It's the thrill of victory and intensity of competition that keep him coming back into the ring.

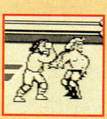


MACHO KING
RANDY SAVAGE



Height: 6'2"
Weight: 245 lbs.
Power Move: Bionic Elbow

The top man in aerial acrobatics is, hands down, Randy Savage. When his opponents are down they'll soon be out as the Macho King delivers one of his incredible nail-'em-down kneedrops. There's nothing else like it!



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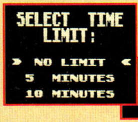
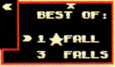
Come Out Fighting!

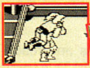
There is some hot air exchanged between wrestlers leading up to each match but, once the timer starts ticking, fists and feet do the talking. Choose the length and number of bouts in the match. Then hit the ring and try to knock the energy out of your opponent.



SELECT TIME LIMIT:
▸ NO LIMIT ◂
5 MINUTES
10 MINUTES



BEST OF:
▸ 1 ★ FALL
3 FALLS

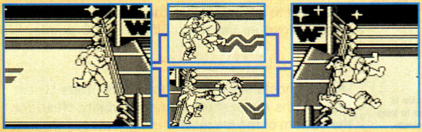


WARRIOR
DIBIASE

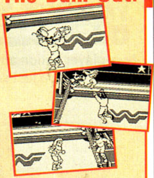
Stun The Wrestling World With Your Winning Moves!

Pour On The Speed!

Some moves require a running start. Tap the Control Pad twice to take off toward the ropes and bounce back with an unstoppable aerial assault. Your opponents will be reeling after you jump into their faces with fists or feet flying. This is a perfect way to break the ice at the start of the match.



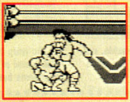
Throw The Bum Out!



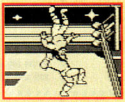
Once per bout you can press the Select Button to pick up and toss your opponent out of the ring. If you're already on the other side of the ropes, this move knocks him into the arena wall!

The Headlock Rocks!

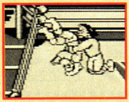
Once you've got your opponent down on his knees, press the B Button to pull him into a Headlock. Then you'll be able to punish him with one of three super moves.



Hit the A Button and you'll pound your opponent with a nerve-numbing punch.



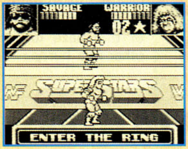
Pull your opponent into a Suplex by pressing Left on the Control Pad.



Piledrive your opponent with power by pressing Right on the Control Pad.

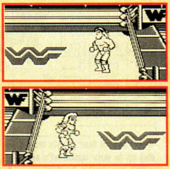
Watch The Clock!

Once you're out of the ring, you'll have only ten second to get back in!



Game Link For Extra Excitement!

While it is fun to take on a computer-controlled wrestler, the real excitement comes in challenging a friend to a one-on-one Game Link match. You can prove the superiority of your favorite WWF Superstar once and for all!



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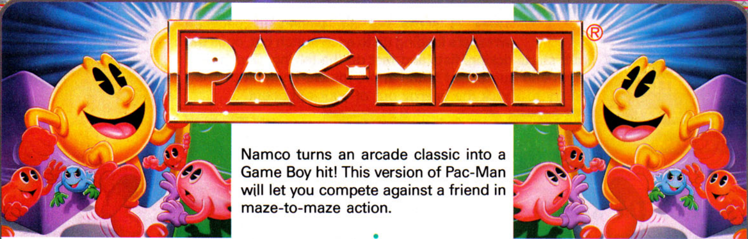
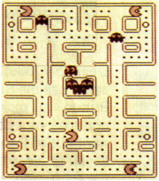
PAC-MAN®

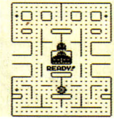


Namco turns an arcade classic into a Game Boy hit! This version of Pac-Man will let you compete against a friend in maze-to-maze action.

IT ISN'T THE OLD-FASHIONED GAME!

Two-player action and the ability to choose your own screen size are just some of the updates you'll notice in this game.

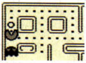




Get a close-up of the action or choose a full-screen view to keep an eye on those pesky ghosts.

FOOD DOTS, POWER PELLETS AND FRUITS

If a ghost gets too close, gobble up a Power Pellet and turn the tables on him. Grab fruits when they appear for big bonus points.



Find the Power Pellets in the four corners of the maze, then munch the ghosts for points.

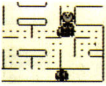
The Fruit treats are worth progressively more points, but they disappear quickly.

SPECIAL TIPS

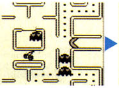
Wait next to a Power Pellet, then munch it when the ghosts close in. Eat them all for 3,000 points.

A-MAZE-ING DIFFERENCES

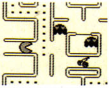
Dodge ghosts easily at the top of the maze where more paths mean more maneuverability. Head for the bottom of the maze when no ghosts are around.



If you're in trouble, run to the top of the maze and lose the ghosts.



Use the warp tunnel to zoom ahead of those bothersome haunts.



You'll pop out on the other side of the maze home free.

WARP TUNNELS

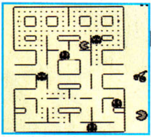
Use the warp tunnel to get from one side of the maze to the other in a hurry.

QUICK TIPS

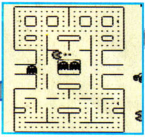
In the tunnel you're faster than the ghosts, but watch out for more of them on the other end.

2-PLAYER MODE

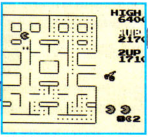
It's Pac-Man with a twist! You can play against a friend in head-to-head action where the highest score wins.



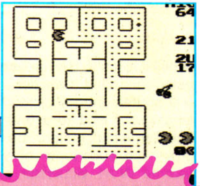
If you're Player One and you eat a ghost, it will appear in Player Two's maze.



Now Player Two has five ghosts to dodge while you've only got three on your screen.



If you eat all four ghosts they'll end up in your opponent's screen giving him double trouble.



Your maze will be clear, giving you plenty of time to eat food dots and rack up points.

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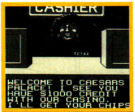
CAESARS PALACE™

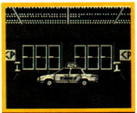
Welcome to Caesars Palace, where riches and fame are easy come easy go. The stakes are high and the bets are big, but the winnings can be even higher in this big time casino game from Arcadia. Your credit is good so let's get ready to play!

Men's Bathroom



WELCOME TO CAESARS PALACE! I SEE YOU HAVE $1000 CREDIT WITH OUR CASINO. I'LL GET YOUR CHIPS

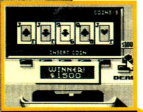
Come back and see Suzy whenever you want to cash in your chips.



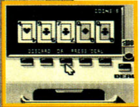
Will you leave in a limo or barely make a bus. How you do won't depend on us!

Lady's Bathroom

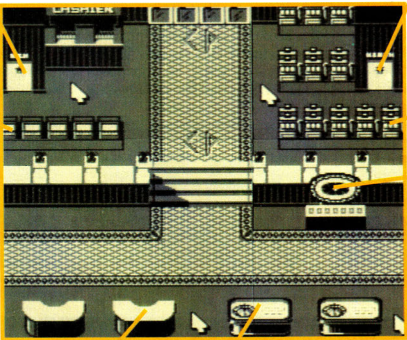
Poker Machine


COINS: 5
INSERT COIN
WINNER! $1500
DEAL

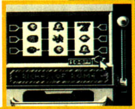
Three of a kind and the money is mine!


COINS: 5
DISCARD OR PRESS DEAL
DEAL

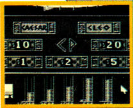
Jacks or better to win with a pair.



Slot Machine

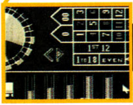


Three of a kind and straight in line to get your riches will be just fine!


CAESAR
CLEO
10
20
1
2
5

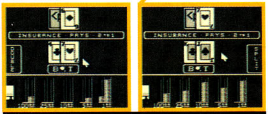
Lay your bets and get ready to spin. If the numbers match then you will win!

Roulette


00
0
1ST 12
1TO18
EVEN

Lay your bets, red or black, spin the ball and hope more comes back.

Black Jack


INSURANCE PAYS 2 TO 1
BET
INSURANCE PAYS 2 TO 1
BET

Place your bets and watch your cards. Split or double down only if it looks good. Insurance is sometimes your best bet here.

Walk away with our riches or leave town with only your shirt. You're always guaranteed to have a good time at Caesars Palace! Remember you can always come back again where your dreams are only a spin, pull, or deal away!

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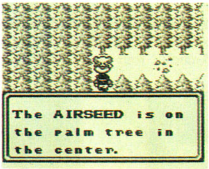
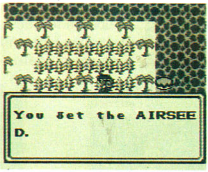
GAME BOY COUNSELORS' CORNER

THE FINAL FANTASY LEGEND WHERE IS THE AIRSEED?

There are a lot of mysterious goings on in the World of Ocean. One of the trickiest deals with the Airseed. This item allows you to enter a whirlpool and sink into an underwater world. You'll find a clue about the Airseed from an old man on an island to the east. He says that the Airseed is "on the palm tree in the center." He's referring to a palm tree on an island to the south. Ride the floating island directly south and you'll see the island with the palm tree. Stand next to the tree, face it, and press the A Button to search. The Airseed will appear. If you are standing on the palm tree when you search, you'll miss it.


The AIRSEED is on
the palm tree in
the center.

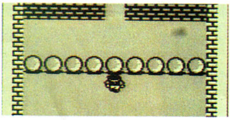
Talk to a man on an island to the east for a clue about the Airseed.

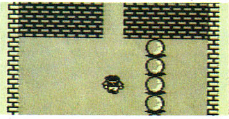

You get the AIRSEE
D.

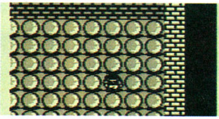
Float to an island in the south and search the area next to the palm tree.

THE FINAL FANTASY LEGEND WHERE IS THE RED ORB?

Once you have the Airseed, you'll be able to enter the whirlpool to the underwater world. Buy supplies in the town and move on to an evil castle. You'll receive a clue that says the Red Orb is "where two lines meet." This clue refers to three rooms containing Orbs in the castle. One room has a vertical line of Orbs, another room has a horizontal line of Orbs and a third room is full of Orbs. Decide where the two lines of Orbs would cross and you'll know where the Red Orb is located in the third room. Walk up next to that Orb and press the A Button to search. When you grab the Orb, Sei-Ryu will challenge you to battle. Use flame attacks and Grenades.

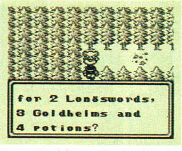

Another room contains a horizontal line of Orbs.


One room in the castle contains a vertical line of Orbs.


Decide where the lines would cross in the full room of Orbs to discover the Red Orb.

THE FINAL FANTASY LEGEND WHERE IS THE BLUE ORB?

The old man who originally gave you the clue about the Airseed has a riddle. He asks, "What is the value of 2 Longswords, 3 Goldhelms and 4 Potions?" Adding the values of these items, you'll come to a grand total of 989 gold coins. That is the cost of a Battleword. Buy a brand new Battlesword and equip your lead character with it. Then return to the old man and give the Battlesword to him. He will reward you with the Blue Orb. Once you have both the Blue and Red Orbs, you'll be ready to enter the tower again and continue your climb.


for 2 Longswords,
3 Goldhelms and
4 Potions?

Answer this man's question by giving him a Battlesword.

NOW PLAYING

Title	Company	Play Info	Power Meter				Game Type
			G	P	C	T	
Bubble Bobble	Taito	GL	3.2	3.6	2.9	2.9	Puzzle Action
Burger Time Deluxe	Data East	GL	3.2	3.4	2.7	3.0	Puzzle Action
Caesars Palace Gambling	Arcadia	1P	2.9	3.6	3.2	3.4	Games of Chance
Castelian	Triffix	1P	2.7	2.4	2.8	2.9	Puzzle Action
Extra Bases	Bandai	GL	2.5	3.2	2.9	2.8	Baseball
Mickey's Chase	Capcom	1P	3.7	3.9	3.2	3.4	Comic Adventure
Pac-Man	Namco	GL	2.9	4.0	2.9	3.2	Arcade Classic
R-Type	Irem	1P	3.8	3.9	3.4	3.6	Space Action
Sword of Hope	Kemco/Seika	1P/Pass	3.8	3.6	3.8	4.0	Role Playing
Ultima	FCI	1P/Batt	3.0	3.0	3.0	3.0	Role Playing
WWF Superstars	LJN	GL	2.4	2.4	2.6	2.9	Wrestling

Game Boy Chart Key:

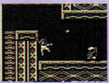
1P=One Player
GL=Game Link–Two Players

G=Graphics and Sound
P=Play Control
C=Challenge
T=Theme and Fun

Power Meter Ratings range from 1 (poor) to 5 (excellent).

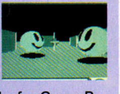
COMING SOON

The big news in upcoming Game Boy games is that Mega Man from Capcom is near completion. It centers on characters from the original Mega Man game for the NES. Could this mean that Mega Man II and III are Game Boy bound? We'll let you know when we have more info.



Mega Man

Game Linking is becoming a popular pastime. Nintendo's F-1 Race comes with an adapter which allows four players to participate at once. Now Bullet Proof Software has plans to release Faceball 2000 which will work with the four-player adapter and a new adapter which will allow up sixteen players. It's a first person perspective chase game with players piloting giant spheres.

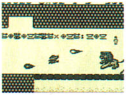


Faceball 2000

Also in the works for Game Boy are Gauntlet II from Mindscape, an adventure from CSG Imagesoft called Altered Space which looks a lot like Solstice, Final Fantasy Legend II from Square and Tecmo Bowl from Tecmo. Cool!

GAME BOY TOP 10

1 SUPER MARIO LAND



Mario continues to rock the top of the charts. This one could be a candidate for the number one Game Boy game of all time.

2 TMNT FALL OF THE FOOT CLAN

Cool characters and great action make the Turtles' Game Boy adventure one that players keep on coming back to.

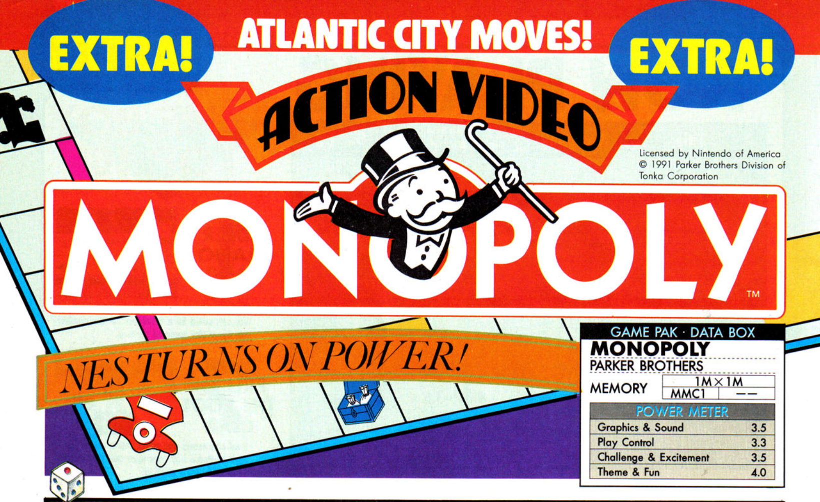
3 THE FINAL FANTASY LEGEND

148
386
330
409
100
150
0
Dead
PIRATE 1
GECKO 1
FIGHT 1
RUN

Players are finding this one to be a real challenge. Check out the tips for the Ocean World in this issue's Game Boy Counselors' Corner.

4. TETRIS
5. BATMAN
6. PAPER BOY
7. GARGOYLE'S QUEST
8. CASTLEVANIA
9. DR. MARIO
10. DOUBLE DRAGON

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and the votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.


EXTRA!
EXTRA!
ACTION VIDEO
TM

ATLANTIC CITY MOVES!

MONOPOLY

NES TURNS ON POWER!

Licensed by Nintendo of America
© 1991 Parker Brothers Division of
Tonka Corporation

GAME PAK · DATA BOX	
MONOPOLY	
PARKER BROTHERS	
MEMORY	1M × 1M MMC1 — —
POWER METER	
Graphics & Sound	3.5
Play Control	3.3
Challenge & Excitement	3.5
Theme & Fun	4.0

AMERICAN GAMERS SHOCKED

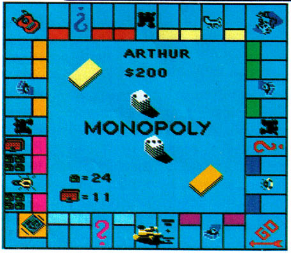
MR. PENNYBAGS FOUND ALIVE AND WEALTHY!

Essentially unchanged since it was introduced more than 55 years ago, Monopoly just stepped into the '90s with NES power, and even-die-hard board game fans are going to love it! The translation is faithful to the original, right down to the thimble, but with its voice enhancement and animated graphics, the game really comes to life on the NES. The dog jumps, the horse runs and the top hat hops (everybody knows that white rabbits live in top hats). The strategies remain the same, but computerized banking, moving and rolling make the game play faster and keep the action happening. It's strictly official rules in this version, so there's no collecting money on Free Parking, giving deeds to other players, or stealing money from the bank!

BROTHERS ALMOST MISS BOAT--

AND BIG BUCKS

When board game creator Charles B. Darrow first took his idea to Parker Brothers in 1934, they unanimously rejected it. Too complicated, they said. Too many flaws. Undaunted, Darrow made Monopoly boards by hand and sold them himself. Lots of them. When Parker Brothers learned how successful Monopoly's sales were, they reconsidered and bought the rights to it.



RUTHLESS LANDLORD SEIZES BOARDWALK IN SETTLEMENT–

"LOOKS LIKE A GOOD SPOT FOR A LANDFILL," SAYS NEW OWNER.

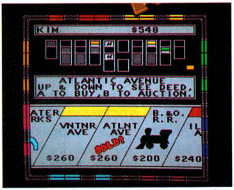
In the wheeling and dealing world of Monopoly, the object is to bankrupt your opponents—before they can bankrupt you. Be tough! Play against up to eight real or computer opponents. Of course, you can always try to play on the sympathies of real people, but don't try it with any of the eight opponents generated by the game. Instead, get to know the business savvy of each. Arthur, for example, drives a hard bargain, but Maude insists on luxury and wastes her money shamelessly.

ACTION VIDEO MONOPOLY

GRANDMA SWINDLED BY SHYSTER

"HE TOOK EVERYTHING BUT MY DENTURES!"

Monopoly games usually start with a buying frenzy. If you know which properties are good values, you'll be a step ahead of the competition. As in the classic game, players can buy unowned property from the bank when they land on it. If they choose not to buy—or if they can't afford to—the bank will auction it. The NES version also offers eight pre-set games, some of which distribute property in advance. You can even create your own pre-set game using the Game Editor. The payoff for owning property, naturally, is collecting rent. In this version the computer automatically collects for you, so sneaky tenants can't leave without paying! The downside of ownership? Cash flow problems.


KIM $548

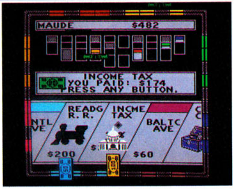
ATLANTIC AVENUE
UP & DOWN TO SEE DEED,
A TO BUY, B TO AUCTION.

Buy as much property as you can afford, especially if you can block another player's monopoly.

TOUGH CHOICE: TAXES OR FOOD?

"NO DINNER THIS YEAR, KIDS!"

Read my lips: You have to pay income taxes! When you played the board game, it was usually easier to pay the $200 than figure out what your assets amounted to. In the NES version, though, bookkeeping is made easy. When you access your main menu, you'll see your total assets in the upper right corner. With a little quick figuring you can decide whether you're better off paying $200 or 10%.


MAUDE $482

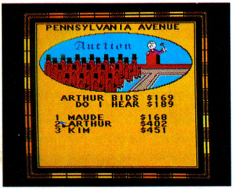
INCOME TAX
YOU PAID: $174
PRESS ANY BUTTON.

This space is always unlucky. Figure out how much your assets are worth before you decide which amount to pay.

FAMILY ESTATE AUCTIONED--

WIDOW, CHILDREN OUT IN THE COLD "BRRR," SAYS MOM

You can find some real bargains at auctions! If an opponent lands on unowned property and can't afford to buy it, the bank will auction it automatically. Sometimes you can get the property for a song, but if someone else bids against you, the price can soar to well above its regular cost. Know the value of the property—and its worth to you. You can't bid more than you have, but don't give up without a fight!


PENNSYLVANIA AVENUE

ARTHUR BIDS $169
DO I HEAR $189

1 MAUDE $168
2 ARTHUR $402
3 KIM $451

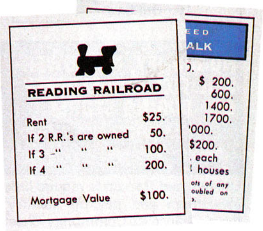
If your opponents are low on cash, don't buy the property you land on outright. Get a bargain by auctioning it.

Monopoly fans persuaded Atlantic City officials not to change the names of Baltic and Mediterranean Avenues.

KENTUCKY FOR SALE!

RESIDENTS DISMAYED

To keep deeds in front of you, cut them from the color poster. Look to see what it costs to buy and develop the property, figure what the payback is, then consider how many rents you'll have to collect to recover your investment. Do players land on it frequently? Illinois, New York, and Boardwalk are the three busiest properties.


READING RAILROAD

Rent	$25.
If 2 R.R.'s are owned	50.
If 3 " " "	100.
If 4 " " "	200.
Mortgage Value	$100.

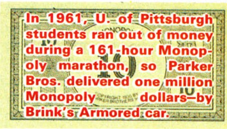
Monopoly is popular around the world. It is sold in 80 countries and is translated into 23 languages.

Parker Brothers estimates that more than 250 million players have passed Go.

REAL ESTATE TYCOON LOSES WIFE, SHIRT IN BAD DEALS--

"I MISS MY SHIRT!"

Building is the name of the game with all properties, but some groups are much more expensive to develop than others, and their payoffs vary, too. Take Baltic Avenue for example. Its purchase price is a mere $60. Cheap, right? As a single, undeveloped property it rents for $4, which means that you'd have to collect 15 rents to recover your investment. That's a lot, especially when you consider that players land on the Dark Purple properties less frequently than any others! Developed though, it's not so bad. With Houses at $50 each, building 4 Houses on Baltic and 3 on Mediterranean (properties of the same color must be developed together) would cost $470. Rent for Baltic with 4 Houses soars to $320. You could recoup your investment with two rent payments! When buying and developing real estate, consider how much it's going to cost and how many times opponents have to land on it before you break even. Develop less expensive properties like the Dark Purples early in the game before stronger groups are developed.



In 1961, U. of Pittsburgh students ran out of money during a 161-hour Monopoly marathon, so Parker Bros. delivered one million Monopoly dollars—by Brink's Armored car.

In 1989, divers from the Professional Association of Diving Instructors played under water for 1,200 hours.

HIGHEST INVESTMENT COSTS
1. Green
2. Yellow
3. Red
LOWEST INVESTMENT COSTS
8. Railroads
9. Dark Purple
10. Utilities

HIGH PAYOFF
1. Orange
2. Light Blue
3. Red
LOW PAYOFF
8. Green
9. Dark Purple
10. Utilities

LANDED ON MOST OFTEN
1. Railroads
2. Orange
3. Red
LANDED ON LEAST OFTEN
8. Utilities
9. Dark Blue
10. Dark Purple

NO MONEY, NO POWER-- UTILITIES FOR ELDERLY CUT DURING STORM

"LET 'EM CHOP FIREWOOD," SAYS COMPANY

Utilities and Railroads require little investment and pay off steadily: three Chance or Community Chest cards send players to Railroads, one to the nearest utility. In a bind, mortgage them last. Use their rents to reclaim other mortgaged properties. Later, trade them for a monopoly that you can develop quickly.

The Railroads have regular passengers, so owning them pays off, especially if you own more than one.

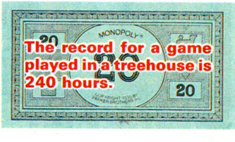
PSYCHIC SAYS LUCK NOT IN THE CARDS FOR THE COMING YEAR--

"THE ALIENS WILL BE BACK, AND THEY'RE NOT HAPPY!"

There are 16 Chance cards and 16 Community Chest cards. Some work to your benefit, others penalize you in some way. It sometimes pays to know what's in the cards. Ten Chance cards move you to another space, two yield money, two take money, one takes money if you have buildings, and one gets you out of jail free. Based on the numbers, a Chance card is most likely to move you elsewhere. Locations include Illinois Avenue, St. Charles Place, and the nearest Utility. Of the Community Chest cards, nine yield money, three take money, two move you to another space, one takes money if you have buildings, and one lets you out of jail free. When you draw a Community Chest card, you're most likely to get a reward of some kind.

Chance
TAKE A WALK ON THE BOARD WALK
ADVANCE TOKEN TO BOARD WALK
© 1935 PARKER BROTHERS, INC.

What's in the cards for you? Figure the odds, then take a Chance.



The record for a game played in a treehouse is 240 hours.

RENTS SKYROCKET!

TENANTS OUT ON EARS

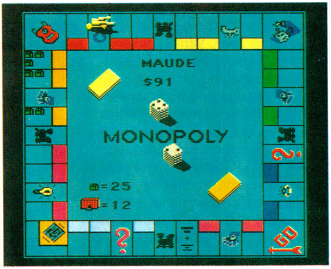
Building on your property is a great way to drive your opponents into financial ruin. If you develop wisely, you can remain financially healthy while those around you fail. Begin building as soon as you have your first monopoly, and buy as many houses as you can without overextending yourself. Keep enough money in reserve to pay rents, taxes and negative Chance cards. If no one else has a monopoly yet, keep about $200 in reserve. If there are other monopolies, count on higher rent payments. Develop only one monopoly at a time. Rents rise significantly when a third House is added to a property, so build one monopoly to 3 Houses before beginning development on the next.

HOW TO FIX IT

As you develop, you'll collect higher rent. Remember, though, that when the time comes, you'll have to pay taxes on your Houses and Hotels. Keep some cash in reserve!

1967: After robbing a train of two million dollars in Cheddington, England, the thieves played Monopoly with the stolen cash.

The game board on the right shows shrewd play. Maude, who owns the orange properties, is building three houses on each before starting to build elsewhere. She can afford to add only one house at a time, so she always builds on her most popular property, New York Ave., first.



WOMAN, CHILDREN ON STREETS WHILE SHOE REPAIRED

"NO HOUSES, ALL THESE KIDS--I JUST DIDN'T KNOW WHAT TO DO!"

The Bank has 32 Houses and 12 Hotels. If you have only lower-rent monopolies, it's a good idea to create a Housing Shortage by buying up as many Houses as you can afford. Develop your properties, but instead of moving up from four Houses to a Hotel, keep the Houses. If you buy enough, there won't be any left for your opponents with higher-rent monopolies to buy. They won't be able to increase the values of their properties and raise their rents because Houses won't be available to them—and they can't buy Hotels without first owning Houses!

Games sold abroad have local street names. In London, Mayfair and Parklane replace Park Place and Boardwalk.

Since introducing Monopoly in 1935, Parker Brothers has built more than 3 billion little green houses.

LOCAL OFFICIAL JAILED FOR UNSCRUPULOUS CONDUCT

PROCLAIMS INNOCENCE "BRIBERY IS BENEATH ME!"

You don't have to be a career criminal to get jailed in Monopoly. Just roll doubles three times in a row, land on the Go to Jail space, or draw a Go to Jail card and you'll end up behind bars. Early on, when there are hot properties on the market, you want to be out in circulation. Pay the $50—or use a Get Out of Jail Free card—at your first opportunity. Later, when the property's gone and a circuit of the board can be expensive, just sit back and do easy time collecting rents instead of paying them. Conduct business as usual and bide your time.

There's no payday this round! You're headed straight for the slammer. Do not pass Go, do not collect $200.

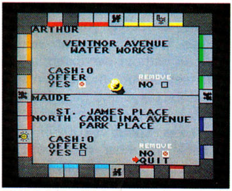
You're back in the action! "Don't be coming back, now!"

LOCAL MAN SWAPS PROPERTY FOR ELVIS TICKETS

"IT SOUNDED LIKE A GOOD DEAL AT THE TIME."

There's nothing like pulling off a great trade! Use your negotiating skills and your business know-how to swing the big deals.

When you're wheeling and dealing, make strategic trades. Don't let opponents pressure you—trade only if it improves your chances of winning. Early in the game, trade for a monopoly that you can afford to develop and hold on to low-cost properties that produce steady incomes, such as the Railroads. Determine which color groups are most likely to return your investment. Try to trade for properties of equal or greater value and those closest to Free Parking. Don't make a trade that will give your opponent a powerful monopoly. And let your opponent make the offer—you might get more than you expected!



ARTHUR

VENTNOR AVENUE
WATER WORKS

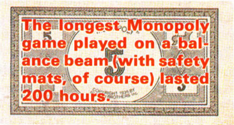
CASH:0
OFFER
YES ☒ REMOVE NO ☐

MAUDE

ST. JAMES PLACE
NORTH CAROLINA AVENUE
PARK PLACE

CASH:0
OFFER
YES ☐ REMOVE NO ☒
QUIT

What's in it for you? Let your opponent come up with an offer, then see how you can sweeten the deal.



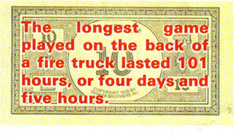
The longest Monopoly game played on a balance beam (with safety mats, of course) lasted 200 hours.

TWINS SEPARATED AT BIRTH--

BOTH SAY 2 IS FAVORITE NUMBER!

What are the odds that you'll roll a 12? Are you feeling lucky? You'd better be, because the odds are against it! In fact, 12 and 2 are the least commonly rolled numbers. The odds are that you'll roll 12 once in 36 throws. The most commonly rolled number is 7. When you're taking chances, it helps to know the odds!

Spend it or save it? Knowing the odds can help you make wise investments.

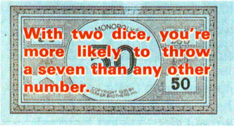


The longest game played on the back of a fire truck lasted 101 hours, or four days and five hours.

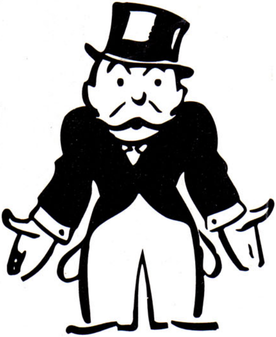
JILTED BRIDE MORTGAGES LOVE NEST—HEADS FOR VEGAS.

"I FIGURED I HAD NOTHING LEFT TO LOSE!"

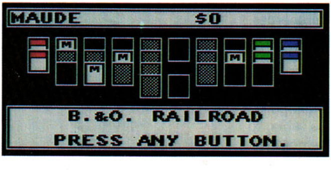
When you need money fast, Mortgage your property to the bank for some quick cash. Which property will it be? Uncle Pennybags suggests Mortgaging according to priority. Mortgage single properties first, then colored properties closest to Go. Next, Mortgage a single Utility, then Railroads, and finally, the Utilities monopoly. Keep those Utilities until last—they continue to produce the steady cash you'll need to Un-mortgage properties. Don't Mortgage Illinois, New York, or Boardwalk: they're the three properties most often landed on. Pay off your Mortgages in reverse order, after you've developed a monopoly.



With two dice, you're more likely to throw a seven than any other number.



Low on dough? Talk to the bank about a Mortgage.



MAUDE $0

B.&O. RAILROAD

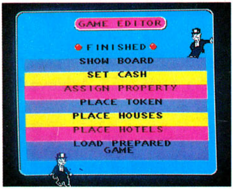
PRESS ANY BUTTON.

Maude had to Mortgage her property in order to pay the rent on B. & O. Railroad. You can't collect rent or develop Mortgaged properties, but sometimes you have no choice.

ACTION VIDEO MONOPOLY

WEALTHY LAND BARON MONOPOLIZES MARKET--
DRIVES DECENT PEOPLE OUT OF THEIR HOMES

Get the edge on your opponents! Begin with tons of cash and the deeds to some valuable properties! With NES Monopoly, you can either play the traditional game or press B to bring up the Game Editor and customize your game. While the regular game starts all players with $1500, the Game Editor lets you set the amount of cash each player begins with. You can also assign properties to players, place Houses or Hotels on them, and even set your token to begin on a space other than Go. Or choose one of the eight pre-set games, in which cash amounts and certain properties are assigned in advance. Seasoned players will find new challenges in pre-set games like The Big Boys, Trader's Delight, Even Steven, Small Stuff, Building Shortage, and Money Isn't Everything. Whether against a real or computer opponent, each offers up a balanced, competitive game. With all of these options, it's easy to find combinations just right for all age groups and ability levels.



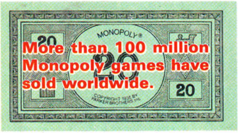
With the Game Editor, you can choose a pre-set game or customizethe traditional game to suit your needs.

SNORING MAN DISRUPTS PERFORMANCE--
"WAS I OFF KEY?"

The Game Timer lets you set the game length. Without a time limit, play continues until one player bankrupts the others. If you set the Game Timer, when time expires the player with the most assets is immediately declared winner.

OPERA TONITE
8 PM SHARP

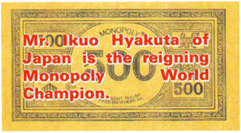
You decide how long the game will be.



More than 100 million Monopoly games have sold worldwide.

MONOPOLY
100
100

Charles Darrow, who invented Monopoly, retired at 46 a millionaire.



Mr. Ikuo Hyakuta of Japan is the reigning Monopoly World Champion.

BAD BUSINESS--
HIGH ROLLER SQUANDERS FORTUNE
"WHERE DID IT ALL GO?"

He's outta there! When players declare bankruptcy, they must reach settlements with other players or the bank, whichever caused their financial failures. And the rich just get richer! The player causing the financial failure gets all assets, including the deeds to whatever property the bankrupt player had. If the bank caused the failure, the bankrupt player's properties are immediately auctioned and turned over to the highest bidder.

Monopoly turns Penny-pinchers into Moneybags–just ask Uncle Pennybags!

MAUDE IS BANKRUPT.

Wise property purchases and management drive your rents up and your competition out.

In Monopoly, a combination of luck and business sense means success, and there's a fine line between boom and bust. Were you born to be a land baron? Try your luck at the Monopoly World Championships scheduled for later this year!

NES ACHIEVERS

Here they are, hot scores from our hottest players! If you'd like to see your achievements next to other NES and Game Boy masters, send them in! You could be the next NES Achiever!

ADVENTURES IN THE MAGIC KINGDOM

Chris Mavros ▶	Pasadena, CA ▶	Finished
William Pascoe ▶	Kakabeka Falls, ON ▶	Finished
Joe Kwiatek ▶	Fairfax, VA ▶	Finished
Nick Bauer ▶	Fairfield, OH ▶	Finished
Jeremiah & Michael Baker ▶	Brookdale, CA ▶	Finished

BACK TO THE FUTURE II/III

Derek Gosselin ▶	Springfield, MA ▶	Finished

BUGS BUNNY'S BIRTHDAY BLOWOUT

Spencer Eberl & Tony McCarty ▶	Kimball, NE ▶	Finished
Anthony Bonta ▶	San Leandro, CA ▶	Finished
Brian Packard ▶ & Nick Luchsinger	South Minneapolis, MN ▶	Finished
Max & Nik Hebert ▶	Niagara, WI ▶	Finished
Jonathan Liperi ▶	Mount Holly, NJ ▶	Finished
Allen Huffstutter ▶	San Francisco, CA ▶	Finished

CAPTAIN SKYHAWK

Garin Wolfe ▶	Sparks, NV ▶	Finished

CASTLEVANIA III---DRACULA'S CURSE

Ryan McCracken ▶	Indianapolis, IN ▶	Finished
Adam Ouellette ▶	East Longmeadow, MA ▶	Finished
Erik Freeman ▶	Clovis, CA ▶	Finished
Scott Meyer ▶	Winona, MN ▶	Finished
Jay Koster ▶	Auburn Hills, MI ▶	Finished
Chris Brown ▶	Raymond, MS ▶	Finished
Jeremy Nittler & Phong Du ▶	Yukon, OK ▶	Finished
Gregory Bowlds ▶	Council Bluffs, IA ▶	Finished
Noah Ostby ▶	Terre Haute, IN ▶	Finished

CRYSTALIS

Ted Schneider & Rory Schulz ▶	Puyallup, WA ▶	Finished
Carl Rulka ▶	Elizabethtown, PA ▶	Finished
Derrick Corrie ▶	Monroe, LA ▶	Finished
Ambrose Rockwell ▶	Glenwood, IA ▶	Finished
Chris Lamoree ▶	Whittier, CA ▶	Finished
Deborah Rulka ▶	Elizabethtown, PA ▶	Finished
Erich Douglass ▶	Coffeyville, KS ▶	Finished
David Burnett ▶	Saint Louis, MO ▶	Finished
Chris Koch ▶	Shawnee, OK ▶	Finished
Doug Neps ▶	Yorkville, IL ▶	Finished
Brian Lewis ▶	Indianapolis, IN ▶	Finished
Todd Tartaglio ▶	Bridgeport, CT ▶	Finished
Kevin & Bryan Wagorn ▶	Carp, ON ▶	Finished

DESTINY OF AN EMPEROR

Marc Dworkin ▶	Bohemia, NY ▶	Finished
Tony Smith ▶	Mesquite, TX ▶	Finished

DRAGON WARRIOR II

Mike Gibson ▶	Clements, MD ▶	Finished
Brian Laughlin ▶	Racine, WI ▶	Finished
Jeffrey Song ▶	Rowland Heights, CA ▶	Finished
Robert Swan ▶	Chicago, IL ▶	Finished
Stephen Rosch ▶	Leonia, NJ ▶	Finished
Ian Jacques ▶	Vancouver, BC ▶	Finished
Marc Wade ▶	Los Alamitos, CA ▶	Finished
Larry & Renea Zawaly ▶	Palmerton, PA ▶	Finished

FINAL FANTASY

Terry Muzy ▶	Findlay, OH ▶	Finished
Mickey Fenwick ▶	Arnold, MO ▶	Finished
Scott Herrly ▶	International Falls, MN ▶	Finished
Kelly Hsieh ▶	Beverly Hills, CA ▶	Finished
Matt Yurek ▶	Dudley, MA ▶	Finished
Dina Lentine ▶	Rochester, NY ▶	Finished
Andrew Murkin ▶	Penticton, BC ▶	Finished
John Bledsoe ▶	Westerville, OH ▶	Finished
Logan Altman ▶	San Marcos, CA ▶	Finished
Dave Ficht ▶	Lexington, MI ▶	Finished
Eugene Crofcheck ▶	Erie, PA ▶	Finished

FINAL FANTASY LEGEND (GAME BOY)

Keith Jameson ▶	North Beach, MO ▶	Finished
Tim Kim ▶	San Juan Capistrano, CA ▶	Finished

■LITTLE NEMO: DREAM MASTER

Chris Kidd ▶	Richmond, VA ▶	Finished
Tyler Brezler ▶	Quincy, PA ▶	Finished
Sonja Jaramillo ▶	Fontana, CA ▶	Finished
Marcus Vigil ▶	San Francisco, CA ▶	Finished
Melissa Reekers ▶	Richmond, CA ▶	Finished
Nathan Davis ▶	Chelmsford, MA ▶	Finished

■LOW G-MAN

Brian Millette ▶	Woonsocket, RI ▶	564,900

■MANIAC MANSION

Brooks Halstead ▶	Galena, IL ▶	Finished
Cameron Morrison ▶	Anchorage, AK ▶	Finished
Jessica Sawyers ▶	Fayetteville, AR ▶	Finished
Jason Guyan ▶	Voorhees, NY ▶	Finished
David Lambrix ▶	Aberdeen, WA ▶	Finished
Michael Loicano ▶ & Joshua Allouche	East Meadow, NY ▶	Finished
Tim & Chris Perry ▶	Orangeville, ON ▶	Finished
Daniel Colangelo ▶	Pickering, ON ▶	Finished
Jory Margaritis ▶	Wyckiff, NJ ▶	Finished
Michael Turney ▶	Concord, NH ▶	Finished
Ambrose Rockwell ▶	Glenwood, IA ▶	Finished

■MECHANIZED ATTACK

Phillip Heyrman ▶	Green Bay, WI ▶	388,100

■MEGA MAN III

Vincent Padua ▶	Visalia, CA ▶	Finished
Brian Yee ▶	Calgary, AB ▶	Finished
Matthew Webb ▶	Etobicoke, ON ▶	Finished
Nolan Alexander ▶	Guilderland, NY ▶	Finished
John Michael Nanfro ▶	Rome, GA ▶	Finished

■NARC

Sean Jordan ▶	Halifax, NS ▶	929,900

■NEMESIS (GAME BOY)

Jon Hanson ▶	Richfield, WI ▶	433,300

■PINBALL QUEST

Lowell Sumerlin ▶	Fort Worth, TX ▶	9,999,990
Jerry Bunger ▶	Minnesota Lake, MN ▶	9,999,990
Brandon Churchey ▶	Plymouth, MA ▶	6,689,980

■PINBOT

Dave & Lou Archiello ▶	Bayonne, NJ ▶	44,163,690
David Pozza ▶	Cheshire, MA ▶	15,181,650
Dennis Dhaese ▶	Bonney Lake, WA ▶	14,766,730

■PIPE DREAM

Loretta Strand ▶	Anoka, MN ▶	314,390

■SKATE OR DIE II

T. J. Mohr ▶	Fremont, NE ▶	193,278
Pete Maher ▶	Oakhurst, NJ ▶	139,000
Richard Wallen ▶	Tekonsha, MI ▶	131,575
Chris Oster ▶	Liverpool, NY ▶	105,841

■SNAKE, RATTLE, 'N ROLL

Kenneth Galbraith ▶	Pleasant Grove, UT ▶	502,100
Adam Cuerden ▶	West Deer Township, PA ▶	134,700d

■SWORDS AND SERPENTS

Greg Chaffin & Robby Gray ▶	King, NC ▶	Finished
Darren Lacoste ▶	Miramar, FL ▶	Finished
David Boggs ▶	Geneva, OH ▶	Finished

■TETRIS

Mike Idrossi ▶	Garfield, NJ ▶	754,811
Neal Brinn ▶	Huntington, NY ▶	615,590
Stephen Whitlock ▶	Chesapeake, VA ▶	565,666
David Hushour ▶	Bristol, VA ▶	560,970
Randy Ho ▶	Chandler, AZ ▶	547,774
Marcelo Anunciato ▶	Philadelphia, PA ▶	462,160
Jeff Faleo ▶	Beruyn, IL ▶	450,965
Roger Yer ▶	Livonia, MI ▶	446,844
Nydia Markwell ▶	Bremen, KY ▶	442,681

■T.M.N.T.: FALL OF THE FOOT CLAN (GAME BOY)

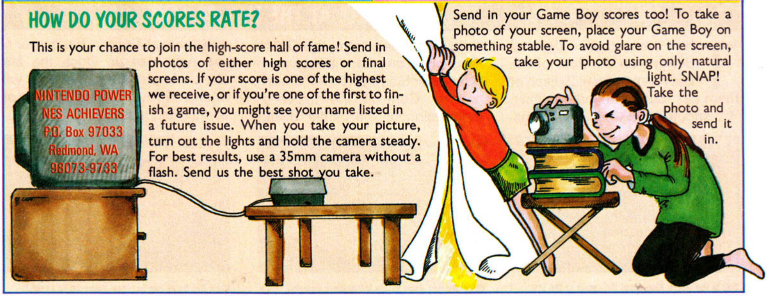
D. J. Demangone ▶	Latrobe, PA ▶	Finished
Bob Krehling ▶	Steelton, PA ▶	Finished
Jay & Jon Monteverde ▶	Oakbrook, IL ▶	Finished

■TOMBS AND TREASURE

Steve Schrank & Steve Hurst ▶	Euless, TX ▶	Finished
Russell Biggerstaff ▶	McHenry, IL ▶	Finished
Philip Maenza ▶	East Hanover, NJ ▶	Finished
Kimberly Kehew ▶	New Cumberland, PA ▶	Finished
Jeff Juberget ▶	Mechanicsville, VA ▶	Finished

HOW DO YOUR SCORES RATE?

This is your chance to join the high-score hall of fame! Send in photos of either high scores or final screens. If your score is one of the highest we receive, or if you're one of the first to finish a game, you might see your name listed in a future issue. When you take your picture, turn out the lights and hold the camera steady. For best results, use a 35mm camera without a flash. Send us the best shot you take.



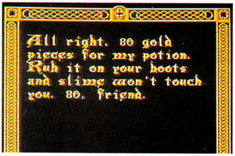
NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
Redmond, WA
98073-9733

Send in your Game Boy scores too! To take a photo of your screen, place your Game Boy on something stable. To avoid glare on the screen, take your photo using only natural light. SNAP! Take the photo and send it in.

COUNSELORS' CORNER!

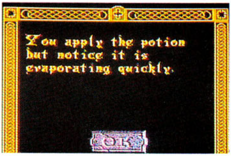
THE IMMORTAL WHERE IS THE THIRD RED GEM IN LEVEL 2?

If you have only two Red Gems at the end of Level 2, you'll have to find a way to transform the Granite Stone into a third Gem. A pool of Slime in this level will eat away at the Granite Stone and reveal the Red Gem if you protect yourself with the Slime Protection Potion and walk near the Slime. You'll get the Slime Protection Potion from a Dwarf near the beginning of the Level. When you speak to the Dwarf the first time he will offer to sell the Potion to you for more coins than you have. Speak to him again and he will bring the price down so that you can purchase the Potion. Use the Potion on yourself. You'll then be protected from the Slime's acid.



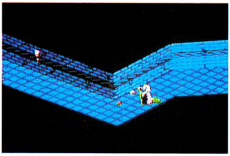
All right. 80 gold
pieces for my potion.
Rub it on your boots
and slime won't touch
you. 80, friend.

The second time you talk to the Dwarf, he'll lower his price so that you can afford the Slime Protection Spell.



You apply the potion
but notice it is
evaporating quickly.

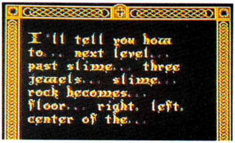
Use the Slime Protection Spell on yourself and walk into the Slime with the Granite Stone.



The Slime will eat away at the Granite Stone and reveal the Red Gem.

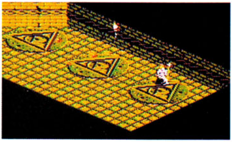
THE IMMORTAL HOW DO I UNLOCK THE PUZZLE AT THE END OF LEVEL 2?

There are three identical designs on the floor of the last room in Level 2. Each of them has four small indentations. You should have three Red Gems. Following clues from the Goblin King, place one Gem in the upper-right indentation of the left design, another Gem in the upper-left indentation of the center design and the last Gem in the center of the right design. Once the last Gem is in place, a secret door will open and you'll be free to move on to the next level.

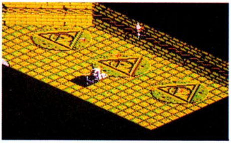


I'll tell you how
to... next level...
past slime... three
jewels... slime...
rock becomes...
floor... right, left,
center of the...

Talk to the Goblin King about the secret of the last room.



Place the Red Gems in the indentations describe above.

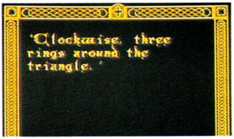


Once the Gems are in place, move on to Level 3.

THE IMMORTAL

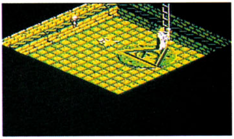
HOW DO I UNLOCK THE PUZZLE AT THE END OF LEVEL 4?

A design in the floor is again the key to opening a secret door in the last room of this level. When you retrieve Ana's Ring, she will give you a clue about three rings around the pattern on the floor. This may give you the idea that you must place three Rings in the indentations of the design. The solution is actually much simpler. All that you must do is start at the top of the design and walk around it three times in a clockwise direction, thus making three rings around the design. Save the Rings in your inventory. You'll need them to exchange for important Spells later.



'Clockwise, three rings around the triangle.'

When you retrieve her Ring, Ana will give you a clue about the lock in the last room of Level 4.

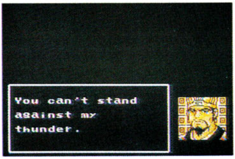


Start at the top of the design and walk around it three times in a clockwise direction. A secret door will open.

DESTINY OF AN EMPEROR

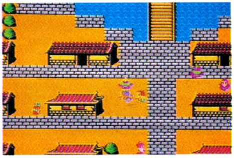
HOW DO I COUNTERACT SI MA YI'S THUNDER?

Si Ma Yi's Thunder attack will put all of your forces to sleep and send you to a land far away. You'll have no defense against the Thunder the first time that you fight him. After the attack you'll get a clue that you must move Up, Up, Down, Down, Left, Right, Up and Down in order to suppress the power of the Thunder. When you meet Si Ma Yi, press the A Button and you'll hear a tone. Immediately after you hear the tone, key in the code to counteract the Thunder, making sure that you press the directions on the Control Pad quickly and lightly. After you enter the code correctly, you'll be able to fight Si Ma Yi's army without encountering the Thunder ever again. It's a good idea to practice entering the code before you meet Si Ma Yi by walking into a town and tapping the directions on the Control Pad so that the lead character moves just one step with each tap.



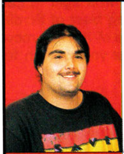
You can't stand against my thunder.

To counteract Si Ma Yi's Thunder, press Up, Down, Down, Left, Right, Left and Right again after you hear a tone.



Practice your steps in a town before taking on Si Ma Yi. With each tap, your leader should move one step.

GAME PLAY COUNSELOR PROFILES

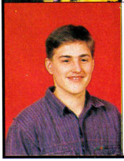


Andrew Kreisher

Became GPC: September, 1989
Hobbies: Making Underwater Demolitions, Leaping Tall Buildings In A Single Bound, Gardening
Best NES Accomplishment: Completed Solstice With One Magician Favorite NES Games: Solstice, Mega Man

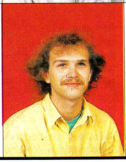
Dan Pelletier

Became GPC: June, 1989
Hobbies: Skydiving, Hiking
Best NES Accomplishment: Completed Kickle Cubicle In A Straight Jacket
Favorite NES Game: Nobunaga's Ambition



Lawrence Dunnigan

Became GPC: September, 1989
Hobbies: Practicing Tae Kwon Do, Playing Paintball, Football and Video Games.
Best NES Accomplishment: Completed Mega Man With One Man
Favorite NES Game: Mega Man



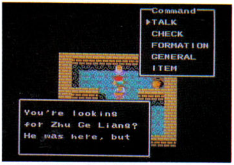
Joel Niedrich

Became GPC: August, 1989
Hobbies: Listening To Music, Riding Motorcycles, Housekeeping
Best NES Accomplishment: Finished In First Place In Michael Andretti's World GP
Favorite NES Game: Battle Of Olympus

DESTINY OF AN EMPEROR

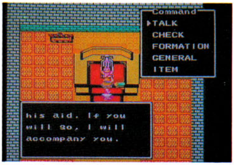
HOW DO I WAKE UP ZHU GE LIANG AND ENTER THE PEACEFUL LAND OF SHU?

To locate Zhu Ge Liang and complete the first step in entering the province of Shu, you have to make sure Xu Zhe (alias Dan Fu) is in your party. Check your reserves if he isn't. With Xu Zhe in tow, travel to Ma Liang's house (between Nan Yang and Chang Sha Castles) where Ma Liang and Ma Su will join you. Then meet the Emperor, Liu Bei, at Gui Yang castle. When you talk to Liu Bei, Xu Zhe will be summoned by his mother. Although he will leave your travelling party, you can continue to Zhe Ge Liang's house without him. Zhu Ge Liang won't be home but you'll get the clue to look for him at Lou Sang village. Enter Qui Zhou Ping's house in Lou Sang, the village where the game began. He'll tell you Zhu Ge Liang went home. If you make your way back to Zhu Ge Liang's house, you'll get the message, "You just missed him." Head to Nan Yang castle next and use the Invite command. Then talk to Liu Bei. He'll send you back to Zhu Ge Liang's home where you'll find the elusive general sleeping in the back room. Say "no" when you're asked if you want to wake him up, but don't leave. In a moment Zhu Ge Liang will wake up and tell you to meet him at Gui Yang castle. When you arrive at Gui Yang, use the Invite command again and talk to Liu Bei. Then speak with Zhu Ge Liang. The general will finally join your party, and you'll be able to enter the Peaceful Land of Shu.



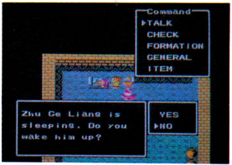
You're looking for Zhu Ge Liang? He was here, but

You'll find Qui Zhou Ping in his home at Lou Sang village.



his aid. If you will go, I will accompany you.

You must have Zhu Ge Liang in your ranks to enter Shu. His house is located on a road between Nan Yang and Wu Ling Castles.



Zhu Ge Liang is sleeping. Do you wake him up?

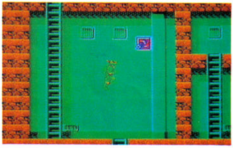
YES
▶NO

Say "no" to wake up Zhe Ge Liang and add another Tiger to your party.

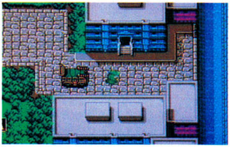
T.M.N.T.

HOW DO I GET THROUGH AREA 3 OF THE TURTLES' ORIGINAL ADVENTURE?

Along with the Turtles' most recent NES and Game Boy releases, their first NES adventure continues to attract new players. One of the most challenging sections of the game is Area 3. Splinter has been captured and it's up to the Turtles to rescue him. Drive the Party Van to the upper-left section and fight through the building that you can enter there to collect Missiles. Leave and fight through the building again until you have about 30 Missiles. Then drive to the lower-left section and fight through the buildings there to collect Scrolls and Ropes. It will be important to have Scrolls later. Try to collect 99 of them for each Turtle. The Ropes will really come into play in Area 4. If one of your Turtles is captured, cross the foot bridge to the right and enter the buildings on the other side to save him. Once you're loaded with Scrolls, drive along the lower edge of the Area. When you've gone as far to the right as possible, drive upward as far as you can and then move to the left. You'll find the entrance to the sewers. This is where it gets really challenging. Use Scrolls to clear the immediate area of enemies and carefully jump across the gaps. A light touch really helps with some jumps. When you get out of the sewer enter the next building and climb to the rooftops. Then take on the Meka Turtle in a fight to free Splinter. A strong blast of Scrolls should take care of it. Then move on and continue your search for Shredder.



Collect the maximum number of Scrolls for each Turtle and try to avoid collecting any other weapons.

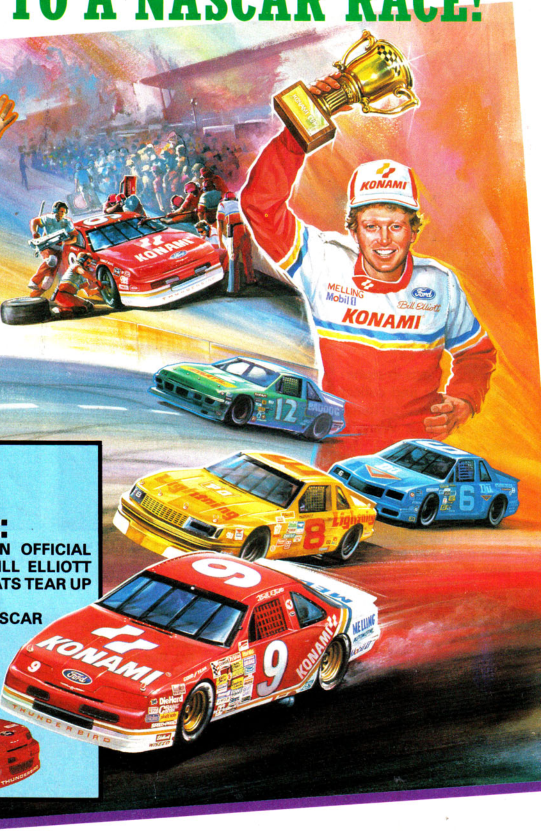


Drive to the entrance to the sewers and fight to an eventual battle with the Meka Turtle to free Splinter.

PLAYER'S PO

GRAND
PRIZE

WIN A TRIP FOR FOUR TO A NASCAR RACE!


KONAMI
MELLING
Mobil 1
Ford
Bill Elliott
KONAMI
12
8
Lightning
6
9
KONAMI
THUNDERBIRD
MELLING

GRAND PRIZE INCLUDES THE FOLLOWING:

- A TRIP FOR FOUR TO AN OFFICIAL NASCAR RACE TO SEE BILL ELLIOTT AND OTHER NASCAR GREATS TEAR UP THE TRACK.
- BILL ELLIOTT'S SUPER NASCAR CHALLENGE GAME PAK
- A CREW JACKET

LL CONTEST

SECOND PRIZE
Bill Elliott's
NASCAR
CHALLENGE

10 WINNERS

PIT CREW JACKETS AND BILL ELLIOTT'S SUPER NASCAR CHALLENGE GAME

KONAMI
Bill Elliott's
NASCAR
CHALLENGE

Second prize winners will receive jackets like those worn by Bill Elliott's pit crew and copies of his great new game pak from Konami, Bill Elliott's Super NASCAR Challenge. Get behind the wheel and rev it up, NES style!

THIRD PRIZE

50 WINNERS

NINTENDO POWER JERSEYS

NINTENDO POWER

Third place winners will win racy authentic Nintendo Power jerseys.

OFFICIAL CONTEST RULES

(No Purchase Necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3″ x 5″ piece of paper. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA
98073-9762

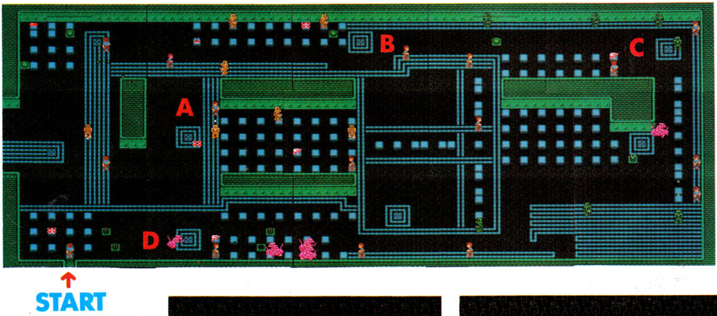
One entry per person, please. All entries must be postmarked no later than May 1, 1991. We are not responsible for lost, stolen or misdirected mail. On or about May 15, 1991, winners will be randomly drawn from among all eligible entries. Winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Prizes are limited to one per household. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after May 30, 1991, send your request to the address provided above.

GRAND PRIZE TRIP: Nintendo will arrange air travel and accommodations for the Grand Prize winner and three guests to attend a NASCAR event to be determined later by Nintendo of America Inc. If the winner is under 18, he or she must be accompanied by a parent or guardian. Winners under age 14 must provide written parental consent and release. This special 3-day/2-night trip is scheduled for sometime in the summer or fall of 1991; exact dates are subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

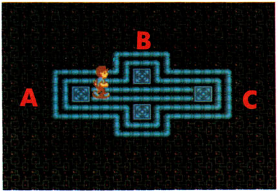
STARTROPICS

HOW DO I FIND MY WAY THROUGH THE SPACESHIP IN CHAPTER 7?

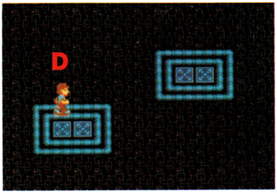
Getting through the Argonian Spaceship in one piece is all a matter of collecting Power-Up items and using the right warps. From the beginning, walk up two screens and as far to the right as you can. Collect a Ray Gun and return to the left side of the Spaceship. Then collect the life-filling Capsule. All of your Hearts will be full, even (for a short time) Hearts that you haven't yet collected. Move to the right one screen and down one screen. Move briefly to the right to collect another Ray Gun and then return to the Warp on the left (Warp A on the map). You'll end up in an area with four Warps. Warp to the top section of the Spaceship using Warp B. Then walk to the left to collect a Potion and return to Warp B. Use Warp C to get to the right side of the Spaceship and work your way down to the bottom. There'll be a lot of Aliens in this section, so switch to the Ray Gun and move on to the left. Eventually, you'll get to two Aliens with Jet Packs. Knock them out of the air and move on to more alien-blasting action.



Take the Warps in alphabetical order and collect all of the power-up items along the way. Warp D leads to the final enemies of the Chapter. Following Chapter 7, you'll find yourself in another part of the Spaceship. Take your time and defeat all of the Aliens as you encounter them.



You'll enter this area first through Warp A. Use Warp B to get close to a Potion. Then return and use Warp C.



Warp D leads to this small chamber. Use the next Warp over and you'll be sent to the next section of the Spaceship. Keep fighting!

I'm waiting for your letters.

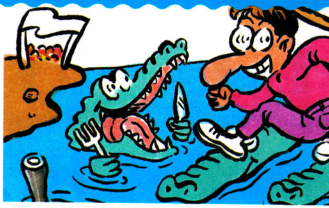
Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Call us!

(206) 885-7529
Nintendo Game Play Counselors are on call Mon.–Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

NINTENDO POWER



Volume 23 APRIL 1991

TOP·30

Mario is still Number One, but Mega Man is hot in his third adventure, jumping from 4th to 2nd this month. And hey, dudes, the ever-bodacious Teenage Mutant Ninja Turtles break into the Top Ten with their Arcade Game. It's Radical!

Use this color-coded key to check on your favorite games.

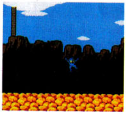
🟪	Titles new to the Top 30. They're the ones to watch!
🟦	Games that are moving up fast. They've jumped several places in the poll.
🟩	Favorites with long-lasting appeal that place month after month.
MONTHS	Number of months the game has rated in the Top 30.

1 8,020 POINTS

14 MONTHS

SUPER MARIO BROS.3

Way to go, Mario! It's another month in control of the Top Ten for our favorite plumbers.

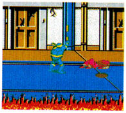


2 7,112 POINTS

3 MONTHS

MEGA MAN III

Dr. Wily's not wily enough to fool Mega Man! With Rush by his side, he's invincible.

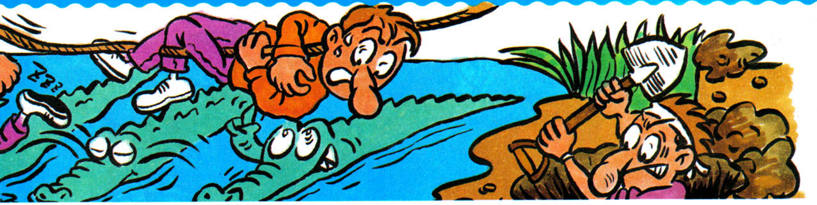


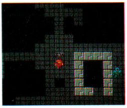
3 5,481 POINTS

2 MONTHS

TMNT II: THE ARCADE GAME

Yo! Listen up, sewer slime, four tough turtles have leaped into 3rd Place.





4 4,984 POINTS

8 MONTHS

FINAL FANTASY

War parties are still pooling their power to discover the power of the crystal orbs.

Dr.MARIO
TOP 0010000
SCORE 0000200
LEVEL 00
SPEED MED
VIRUS 03

5 3,731 POINTS

3 MONTHS

DR. MARIO

It's flu season and Dr. Mario's vitamins pack a punch. He's up one place from last month.

offer thee my loyalty and service as the Princess of Moonbrooke.'
'Please, take me with thee on thy quest.'

6 3,462 POINTS

4 MONTHS

DRAGON WARRIOR II

Dragon Warrior II gains one place this month. The players and pros are enrapt.

7 3,335 POINTS

4 MONTHS

CRYSTALIS

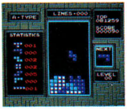
It's no mystery why Crystalis maintains a steady following in its fourth Top 30 month.

8 3,332 POINTS

32 MONTHS

THE LEGEND OF ZELDA

Link's first adventure, in Hyrule, is a classic! It just keeps winning new fans.


A-TYPE
LINES-000
STATISTICS
TOP
SCORE
NEXT
LEVEL

9 3,004 POINTS

12 MONTHS

TETRIS

It's been a whole year and people are still lining up to play Tetris.

10 2,956 POINTS

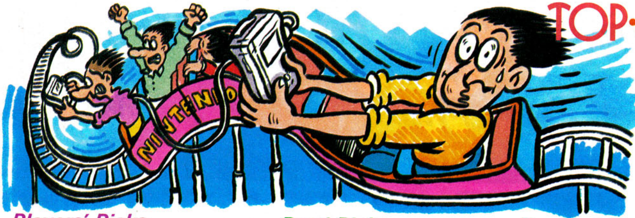
4 MONTHS

NES PLAY ACTION FOOTBALL

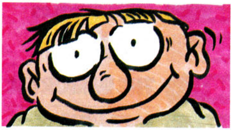
Football season may be gone, but football fans are still hitting the fields for video fun.

11	2,761 POINTS	MEGA MAN II
12	2,440 POINTS	TEENAGE MUTANT NINJA TURTLES
13	2,266 POINTS	DESTINY OF AN EMPEROR
14	2,166 POINTS	THE IMMORTAL
15	2,106 POINTS	CASTLEVANIA III—DRACULA'S CURSE
16	1,588 POINTS	WHEEL OF FORTUNE FAMILY EDITION
17	1,544 POINTS	MANIAC MANSION
18	1,540 POINTS	PUNCH-OUT!!
19	1,426 POINTS	STARTROPICS
20	1,324 POINTS	ZELDA II—THE ADVENTURE OF LINK
21	1,208 POINTS	ULTIMA: QUEST OF THE AVATAR
22	1,169 POINTS	JEOPARDY 25TH ANNIVERSARY ED.
23	1,150 POINTS	BATTLE OF OLYMPUS
24	936 POINTS	SKATE OR DIE II
25	935 POINTS	METROID
26	920 POINTS	WIZARDRY
27	917 POINTS	RESCUE RANGERS
28	885 POINTS	ONE-ON-ONE: JORDAN VS. BIRD
29	863 POINTS	SOLSTICE
30	792 POINTS	BASEBALL STARS

TOP·30



Players' Picks

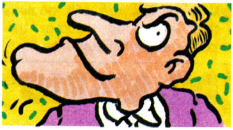


	GAME	PTS
1	Super Mario Bros. 3	3,923
2	TMNT II: The Arcade Game	2,959
3	Mega Man III	2,624
4	Final Fantasy	1,626
5	Mega Man II	1,622
6	Castlevania III—Dracula's Curse	1,324
7	Dr. Mario	1,151
8	Tetris	913
9	Dragon Warrior II	828
10	Super Mario Bros. 2	821
11	The Legend of Zelda	802
12	Zelda II—The Adventure of Link	771
13	Tecmo Bowl	752
14	NES Play Action Football	698
15	Teenage Mutant Ninja Turtles	693
16	Double Dragon II	674
17	Ninja Gaiden II	574
18	Super C	551
19	Rescue Rangers	539
20	Disney's Duck Tales	527
21	Little Nemo the Dream Master	474
22	Batman	458
23	Punch-Out!!	456
24	Gremlins 2	449
25	Castlevania II—Simon's Quest	431
26	Super Off Road	430
27	Baseball Stars	389
28	Ninja Gaiden	382
29	Metroid	372
30	Maniac Mansion	371

MEGA MAN IS HOT ON MARIO'S HEELS

Players are still loyal to their favorite characters, but there are new names on their list this month, too.

Pros' Picks



	GAME	PTS
1	Mega Man III	3,726
2	Final Fantasy	3,358
3	Crystalis	3,335
4	Dragon Warrior II	2,634
5	Destiny of an Emperor	2,266
6	The Immortal	2,166
7	StarTropics	1,426
8	The Legend of Zelda	1,357
9	Ultima: Quest of the Avatar	1,208
10	Maniac Mansion	1,173
11	NES Play Action Football	1,162
12	Battle of Olympus	1,150
13	Mega Man II	1,139
14	Wizardry	920
15	Solstice	863
16	Castlevania III—Dracula's Curse	782
17	Mega Man	736
18	Super Mario Bros. 3	702
19	Nobunaga's Ambition	587
20	Metroid	564
21	Zelda II—The Adventure of Link	552
22	The Adventures of Lolo II	495
23	Shadowgate	460
24	F-1: Built to Win	426
25	Baseball Stars	403
26	Bandit Kings of Ancient China	380
27	Dr. Mario	357
28	Dragon Warrior	345
29	Teenage Mutant Ninja Turtles	311
30	Shadow of the Ninja	288

MEGA MAN III IS A MEGA HIT WITH THE PROS!

Final Fantasy finally yields 1st Place to Mega Man's latest adventure. Mega Man rates all three games in the pros' Top 30.

Dealers' Picks

	GAME	PTS
1	Super Mario Bros. 3	3,395
2	TMNT II: The Arcade Game	2,522
3	Dr. Mario	2,223
4	Tetris	2,091
5	Wheel of Fortune Family Edition	1,558
6	Teenage Mutant Ninja Turtles	1,436
7	The Legend of Zelda	1,173
8	Jeopardy—25th Anniversary Edition	1,169
9	NES Play Action Football	1,096
10	Punch-Out!!	1,084
11	Super Mario Bros. 2	1,012
12	Skate or Die 2	936
13	One-on-One: Jordan vs. Bird	885
14	Paper Boy	829
15	Mega Man III	762
16	Rad Racer	620
17	Fester's Quest	595
18	Silent Service	538
19	Rad Racer II	490
20	Bases Loaded II	428
21	Bad Dudes	387
22	Rescue Rangers	378
23	IronSword	376
24	RoboCop	375
25	Wrestlemania	374
26	Tecmo Bowl	363
27	Blaster Master	362
28	Super Off Road	357
29	Pinbot	354
30	Days of Thunder	351

DEALERS PICK NEW GAMES AND CLASSICS

They've discovered Dr. Mario! He's a classic character in a new format, and he's third on their list.

Scores of games ranked lower than 30 were included in totals shown in Top 30.

POWER EXPRESS

NOW PLAYING

APRIL 1991

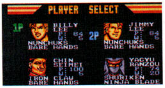
This issue's review of recent releases that didn't quite score feature coverage includes a look at some very highly anticipated games. It's up to you to decide whether they've lived up to their potential. Stop by your favorite store to see if any of them are up your alley.

DOUBLE DRAGON III

● BACK FOR MORE After two episodes of street-fighting action and martial arts mayhem, the Shadow Warriors have finally hung up their nunchuks. But don't think for a second that Billy and Marion can finally settle down and get that cottage with the white picket fence. No, Marion has vanished again. This time a different mysterious group of marauders have taken her and now Billy and Jimmy have to fight around the world to save her. What do these guys do to tick off everybody?

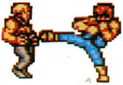
Billy and Jimmy return for another round of action in Double Dragon III from Acclaim.

● WHAT'S NEW The successful formula of two-player simultaneous action is back in this new installment. There's also a new feature which allows fighters to switch weapons and characters. As you defeat the major enemies, some of them will defect to your side. Press the Select Button and you'll have the option of switching to these former villains and using their abilities for your mission. You can ultimately switch to as many as four different fighters.



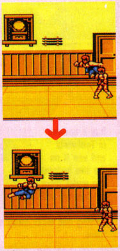
Press Select to get to the Status Screen and switch to other fighters.

● KICKIN' and PUNCHIN'
Virtually the same moves used in the first two Double Dragon games are brought back for this mission. This time out, though, it's much easier to send out the super powerful Cyclone Kick. By rapidly pressing the A and B Buttons simultaneously, you can make your fighter jump straight up and spin around with feet flying. You'll need the Advantage, too, because when your fighter loses all of his energy, he's down for the count! Only with practice and patience will you prevail.



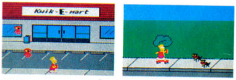
Power Player Tip

Teamwork really pays off in this game. Not only do you have twice the fists and flying feet but there's also a move which incorporates both players. Press A and B to jump kick into the arms of your partner's fighter and you'll bounce back with extra height and power. With some practice, you'll be able to use this move to flatten anyone in your way.

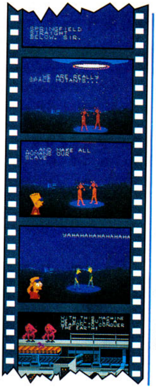


THE SIMPSONS:
BART VS. THE SPACE MUTANTS

● He's Here! Bart Simpson has finally made it to the NES from Acclaim. His adventure, though, is anything but a game for underachievers. This game is very challenging and could be frustratingly so to some players. The tasks that you must perform to complete the adventure require patience and skill.



You'll have your work cut out for you as you guide Bart through Springfield.


SPRINGFIELD STRAIGHT BELOW, SIR.

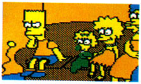
WE ARE REALLY SPACE MUTANTS...

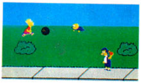
...AND MAKE ALL HUMANS OUR SLAVE

HAHAHAHAHAHAHAHAHA

WITH THIS MACHINE WE WILL BUILD A WEAPON TO CONQUER THE EARTH!

● Bart vs. The Space Mutants Aliens have landed in Springfield and only Bart can save the day. Since the Aliens are disguised to look like humans, they can easily blend into the crowd. Bart's got to find a way to separate the Mutants from the mob and convince his family that he's not going insane. The Aliens are building a machine which will control the Human Race and they need some items from Earth in order to it. If Bart collects or disguises the items which the Aliens need before the Aliens can get them, he'll thwart their plans for world domination. The first of five stages takes place on the streets of Springfield. The Aliens are looking for something purple. Bart must paint or somehow cover up everything that's purple.

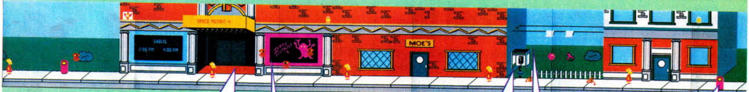


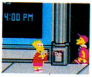


Power Player Tip

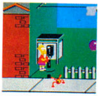
Here's a run-through of some of the tasks which Bart must accomplish in the first stage.

Hey Man! We Have To Stop The Aliens From Taking Over!

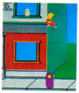




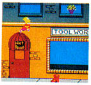
From the sign on the theatre, you know that showings are at 2:00 and 4:00. This means that someone with purple clothes will come out when the timer shows 200 or 400. Spray them.



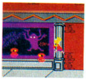
Use a Coin to call Moe's. After the call, a purple-clothed person will come out.



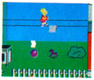
Jump from the trash can to the window sill and grab a can of spray paint.



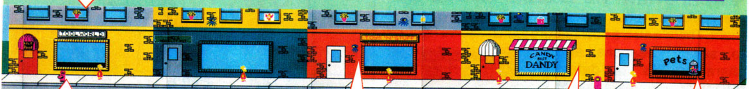
Jump from the bottom of the window sill to the edge of the awning to the top of the window sill. From there, jump up and spray the purple pot.

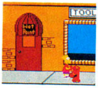


Aim for the mutant on the poster and spray the whole thing red.

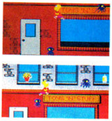


You'll cover up the purple toys on the ground by walking on the line and knocking off the clothes.

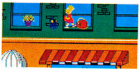




Buy a wrench in Toolworld and use it on the fire hydrant. The water from the hydrant will spray the awning and wash away the wet purple paint.

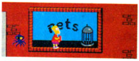


The moving creature changes its speed. Watch it carefully before you jump.



Jump from the trash can to the window sill. Then knock the paint onto the awning.

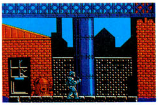
You can surprise the rare purple bird with a cherry bomb from Toys 'N' Stuff. It'll fly away. You're on your way!

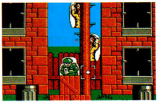


ROBOCOP 2

Robo Jumps Into Action

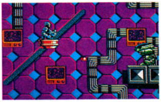
The villains of New Detroit had better watch out. RoboCop has begun his second tour of duty for the NES. This time Robo has to clean up the city of a volatile substance called NUKE. Armed with his weapon and a new ability to jump, he makes his way through the city destroying NUKE and arresting target villains. RoboCop is heavy from all of his metal plating. This makes him somewhat difficult to control. With some practice, though, you'll be able to blast through the city with the best of them.





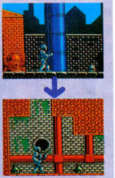
Reach The Quotas

Robo has been instructed to bring in as many target villains as he can. The target villains look identical to each other and they trigger a sound when they enter the screen. The only way to arrest them is to meet them face-to-face. If Robo fires his weapon at the targets, he won't be able to arrest them. He also has to stomp the containers of NUKE scattered throughout the city. If he doesn't arrest enough villains or destroy enough NUKE, Robo will have to spend some time in the shooting range to hone his crime-fighting skills.



Power Player Tip

NUKE Factory



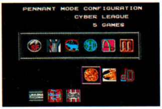
There are secret NUKE Factories in some stages. The Factory in the first stage is underground. Push Down on the Control Pad when you're in the area pictured to ride an elevator to the Factory. You should be able to reach your NUKE quota now.

BASE WARS

Robots On The Diamond

TOP2 B
S 0 S
S 0 O
4 WHITE
HP 600
I. GLOVE

Kicking off their Cyber Stadium Series, Konami has introduced Base Wars. While it is similar to Baseball, the players are mechanoids and the action can get pretty rough.



Choose Your Team

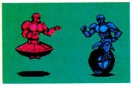
There are 12 ready-made cyborg teams and two teams that you can draft on your own. Player choices range from the super fast Mcycles to the durable Robot Tanks. For one or two players.

Hit The Parts Shop

A good cyborg is a well-built cyborg. Step into the Parts Shop and you'll be able to repair or improve the robots on your team. You'll earn money to make these additions by winning games in the Pennant Mode.

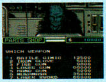
Fight For The Base

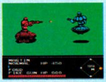
Since there are no base "umps" in the Cyber League, close calls are decided by battles on the plates. On battle calls, the scene switches to a close-up of the two players. The base goes to the winner of the battle.



Fight for possession of the base on close calls.

Power Player Tip

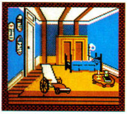




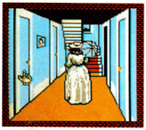
The player that is going to see the most battle action is the first baseman. When you begin the Pennant Mode, select the Parts Shop and buy a powerful weapon for the first baseman. You should be able to keep a lot of cyborgs on the opposing teams from getting on base.

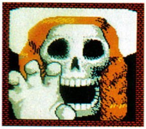
THE UNINVITED

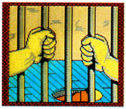
Another Great Adventure

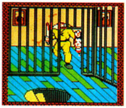


Kemco/Seika continues its successful series of first-person perspective adventures with this visit through a mysterious and danger-filled mansion. Like Shadowgate, there are many elements of magic and other-worldy events in this story. The mansion belongs to a magician and teacher whose star pupil has become too powerful and who may be practicing his magic with a desire to do some harm. You stumble upon the house by accident. Driving by with your sister, a shadowy figure appears. You swerve to miss it and hit a tree. The story begins as you wake up behind the wheel and find that your sister is missing. There is nowhere else to go but the mansion. It's quite possible that your sister is there.



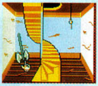


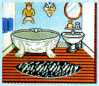




Open the mailbox outside the mansion and grab a magic amulet. This will give you the power to explore the mansion, uncover its secrets and possibly save your sister. Along the way, you'll collect items, learn magic spells and discover more and more about the many mysteries of the house. If you enjoyed the mystery solving and decision making of Shadowgate and Déjà Vu, you'll also have fun with this new adventure.

Power Player Tip

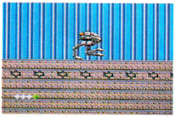


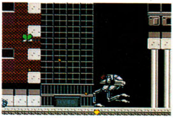


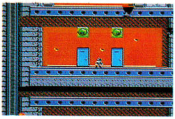
The most important thing to remember while playing is to save the game whenever you collect an Item or reach a new point. Danger lurks around every corner and your journey could end almost instantly.

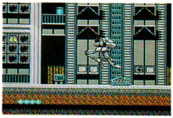
METAL MECH

A futuristic city is in shambles. Enemy spaceships are bombing left and right and you are the only one that can put a stop to the destruction. This is Metal Mech from Jaleco. The mission is quite simple. Just stomp through the city in your walking tank-like Metal Mech, destroying enemies along the way, and search for the Key which will get you to the next level. In order to collect the Key and other special items, you'll have to leave the Metal Mech. But, never fear, your little fighter is a lot stronger than he looks. He can scrap it out with even the toughest-looking mechanized meanies.



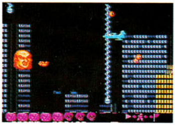


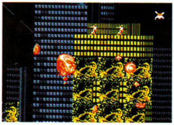


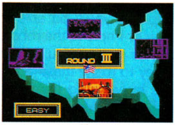


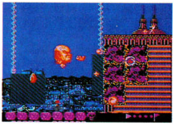
ZOMBIE NATION

Four stages of zombie-zapping action await in this weird action thriller from Meldac. An evil alien has landed in the desert of Nevada and has stolen the mystic Sword of the Samurai. Using this sword, the alien has turned all of the citizens of the nation into Zombies and, among other things, has caused the Statue of Liberty to come to life. Pretty strange, huh? The Head of the Samurai is the rightful owner of the Sword and it's your mission to pilot the Head through a battle with Zombies of North America. Watch out for the killer beams and blast away!



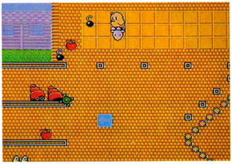






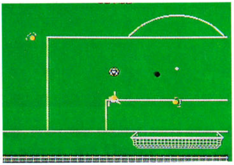
KIWI KRAZE

While action fans of all ages will enjoy this lighthearted romp through puzzle-like sections of New Zealand, it seems especially geared for younger players. You control a Kiwi bird in his effort to save a caged friend. There are obstacles and enemies in the way but plenty of help in the form of balloons, scuba gear and the like.



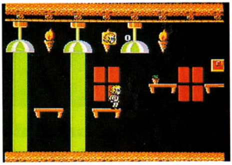
TECMO WORLD CUP SOCCER

Great play control and an easy-to-follow overhead view make Tecmo World Cup Soccer as much a boon to soccer as Tecmo Bowl is to football. If you're a fan of the sport, you'll have a fun time with this two-player simultaneous representation of the most popular sporting event in the world.



BEETLEJUICE

Bearing a striking resemblance to LJN's A Nightmare On Elm Street, Beetlejuice is yet another action packed game loosely based on a popular movie. This one has many of the same characters and objects portrayed in the movie but does not closely follow the story. As Beetlejuice, you must avoid enemies and obstacles and fight your way to the netherworld.



YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Base Wars	**Konami**	**2P-S**	**3.6**	**3.0**	**2.9**	**3.6**	**Baseball Action**
Beetlejuice	**LJN**	**1P**	**2.9**	**2.6**	**2.6**	**2.9**	**Comic Action**
Double Dragon III	**Acclaim**	**2P-S**	**3.5**	**3.3**	**3.6**	**3.3**	**Street Fighting**
Kiwi Kraze	**Taito**	**2P-S**	**3.2**	**3.7**	**2.8**	**3.5**	**Comic Action**
Metal Mech	**Jaleco**	**1P**	**3.6**	**2.7**	**3.1**	**3.3**	**Sci-Fi Action**
Monopoly	**Parker Bros.**	**8P-A**	**3.5**	**3.3**	**3.5**	**4.0**	**Board Game**
Power Blade	**Taito**	**1P/Pass**	**3.7**	**4.0**	**3.7**	**3.7**	**Sci-Fi Adventure**
RoboCop	**Data East**	**1P**	**3.6**	**2.7**	**2.7**	**2.8**	**Police Action**
S.C.A.T.	**Natsume**	**2P-S**	**3.6**	**4.1**	**3.4**	**3.1**	**Sci-Fi Action**
The Simpsons: Bart vs. the Space Mutants	**Acclaim**	**1P**	**3.2**	**2.4**	**2.9**	**3.3**	**Comic Action**
Sword Master	**Activsion**	**1P**	**3.4**	**3.3**	**2.9**	**3.1**	**Sword Battle**
Tecmo World Cup Soccer	**Tecmo**	**2P-S**	**2.5**	**3.3**	**2.9**	**3.0**	**Soccer**
Totally Rad	**Jaleco**	**1P**	**3.7**	**3.3**	**3.6**	**3.7**	**Sci-Fi Adventure**
The Uninvited	**Kemco/Seika**	**1P/Batt**	**3.2**	**3.4**	**3.5**	**3.6**	**Haunted House Adventure**
Zombie Nation	**Meldac**	**Players**	**3.6**	**3.3**	**2.8**	**2.9**	**Sci-Fi Action**

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with one to four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
2P-A = TWO PLAYERS ALTERNATING
8P-A = EIGHT PLAYERS ALTERNATING
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

PAK WATCH

NINTENDO POWER

A LOOK INTO THE FUTURE OF NES GAME PAKS!!

You read Howard Phillips' preliminary report on the CES in our last issue. This time we're going to go into detail on more of the great games our Pak Watchers saw at the show.

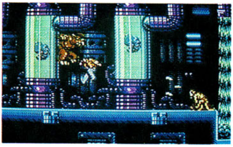
Just Around The Corner

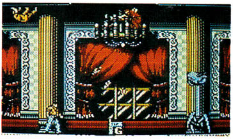
VICE: PROJECT DOOM

One of the current trends in NES game design involves packing as many different game activities as memory will allow in a single Game Pak. Vice: Project Doom from American Sammy combines three distinct games together with a crime/mystery story line.

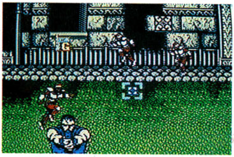
The action gets wild as agent Quinn Hart gets in over his head against a force that's bigger than any earthly crime syndicate. As you seek to unravel the puzzles of Project Doom, you'll encounter the game's three perspectives on the action.

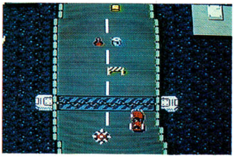
First, you'll race through streets in a super charged sports car with Spy Hunter type play. Then it's into the underworld for side view action as you fight your way through exotic locations with a whip, .44 and grenades. Another game play view point has you taking on unusual foes in a first person view action scene like Operation Wolf.

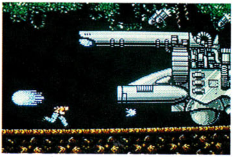




The graphics in all modes seemed good in the early version we played, especially the detailed city backgrounds. Animation on the main character, Quinn Hart is cool, plus, he has some new action moves. For example, he can run in a crouch to dodge bullets as he returns fire—just like all good T.V. cops can.

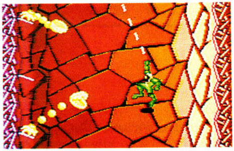




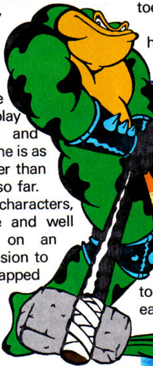


BATTLETOADS PAK WATCH

We've ranted and raved about Battletoads up until now on the strength of the characters and the fact that Rare Ltd., one of our favorite development teams, is designing it. Having finally had a chance to play the game at CES (an early development version), we can confidently say that it looks like Tradewest has a hit on their hands.

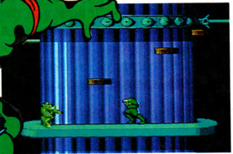


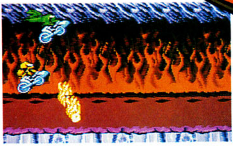
Although the theme of man-sized, mutated, cold-blooded heroes has been explored before, we think the Battletoads have their own unique humor and style. And the variety of game play environments and moves in the game is as good as, or better than any NES game so far.



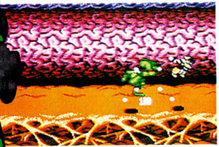
The 'Toad characters, which are large and well animated, are on an intergalactic mission to rescue a kidnapped buddy and, of course, a beautiful princess held captive by the evil siren, the Dark Queen. To get them, they'll journey to the center of the universe and battle a battalion of rotten rodents.

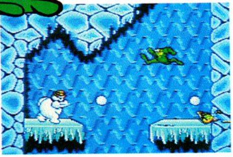
Against such monstrous hordes, two-player play is encouraged. Unlike TMNT II: The Arcade Game, in Battletoads the players can interact with each other, and if you get too close when you attack, you may end up "accidentally" punching your buddy! (Although contrary to the goal of the game, an occasional surprise attack is entirely in the spirit of it, and can only serve to keep your partner on his toads, oops toes . . .)



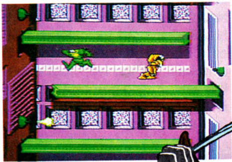


Did we mention that the 'Toads have tons of special moves? Rest easy if you've had a hard time executing a cyclone spin kick or super karate chop in other action games. In Battletoads, the toads have a different easy-to-activate special move in each stage. From changing into a enemy-squashing wrecking ball to drop-kicking attacking fur balls, the Battletoads do it all. They'll pound, punt, pulverize, punch, punish and puree the Dark Queen's punks with a plethora of Punchinello-esque (read: humorous) powers.





Indeed, Battletoads almost plays like a cartoon or comic book, with ham-sized fists and weird transformations as the rule and not the exception. Between action scenes, the running dialogue between the Battletoads' mentor, an oversized vulture named Professor T. Bird, and the Dark Queen, adds to the humor.

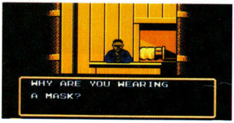


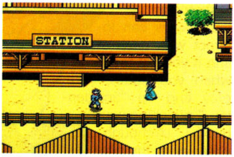
In talking to the programmers from Rare, we can tell they had a lot of fun creating this game, and they've held off on releasing it until it was perfect.

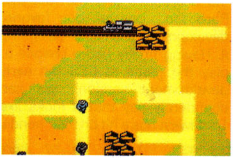
Just Around The Corner

THE LONE RANGER

With a hearty "Hi Ho Silver Away!" Konami presents The Lone Ranger for the NES. The Lone Ranger is a western adventure with tons of different viewpoints on the action, including overhead action, side view action, first person perspective cave exploration, first person horseback combat, and even a bit of role playing type interaction with different characters. Just when you think you've seen every type of viewpoint on the action, Konami squeezes in another one. The Lone Ranger is slated to make his way back to television this fall.





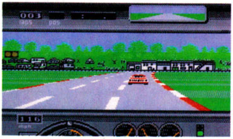


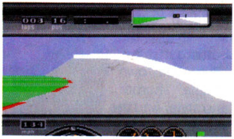
Just Around The Corner

BILL ELLIOT'S NASCAR CHALLENGE

Konami has been working on this one for quite a while, and it looks like it will soon be complete. With the help of race winning NASCAR driver Bill Elliott, Konami has endeavored to make this not only the most realistic stock car simulator on the NES, but one of the best driving games. Challenge is the first NES driving game to feature a first person view on the track. It also features a few car customizing options that add to the realism.

Other titles under construction by Konami include: Bucky O'Hare (based on the adventures of a space-faring rabbit), Star Trek and Tiny Toons.





BLABBER BONUS

The Consumer Electronics Show gave us a ton of titles to talk about, and we'll try to sum up here:

TREASURE MASTER

Boxing star Mike Tyson will return to the NES in American Softworks Corp.'s new Game Pak, Power Punch. It pits Iron Mike against interplanetary opponents where the final count is really final! One of the most appealing aspects of Power Punch is that you box as Mike Tyson.

Details were sketchy on ASC's other project, Treasure Master.

DRAGON WARRIOR III

As Japan eagerly awaits Dragon Quest IV for the Super FamiCom, U.S. fans are anticipating Dragon Warrior III. The epic tale of the heroic line of Erdric continues with new activities such as changing careers and day or night explorations. New weapons, enemies and spells are a given, along with bigger dungeons and more challenging puzzles.

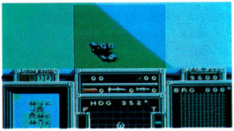
ACCLAIM

An early version of Bill & Ted's Excellent Video Game Adventure was one of the featured games in Acclaim's CES booth. We were most jubilant to find that many of the excellent phrases from the movie were in the game. Expect some wacky action as you use twinkies to hold off the attacks of medieval villagers.

Just Around The Corner

F-15 STRIKE EAGLE

If you love to fly, you'll want to check out F-15 Strike Eagle from Microprose. The early version at CES looked good (as did the great arcade machine), and Microprose is planning on adding features to make it the most realistic NES aerial action game yet. You'll have a variety of missions to choose from, with navigation over real maps, real flight equations and realistic enemy dogfight logic. Like in many PC flight simulators, you'll be able to save your pilots' rank and decorations for successful missions. This is the first NES flying game with a Head Up Display which projects flight data onto the field of view, so you don't have to look down and check your instruments to find out your altitude, bearing and speed.

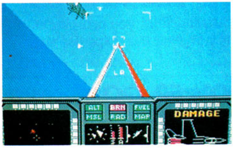


F-15 Strike Eagle isn't the only hot Microprose project: rumor has it that Railroad Tycoon will be a Super FamiCom title (no word on a U.S. version yet).

Just Around The Corner

ULTIMATE AIR COMBAT

Ultimate Air Combat, under development by Activision, is another advanced flight simulator for the NES. U.A.C. lets you fly the F-14, F-18 and Harrier in 33 different missions. Each of the planes has unique handling characteristics, plus you can customize your ordinance load depending on which mission you're flying. Once you have reached your objective in a ground attack mission the game switches to a Captain Skyhawk-like view. It's difficult to compare U.A.C. with F-15 Strike Eagle, since both versions we saw were very early in development, but we think both offer interesting new features to NES flight action enthusiasts.



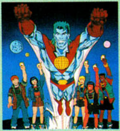
Die Hard, based on the hit movie starring Bruce Willis, is also coming to the NES from Activision. The game follows the action from an overhead view as you try to single-handedly clear a 35 story office building of terrorists. Activision is especially proud of the artificial intelligence of the enemy characters in this game. For example, if you are spotted by enemy units they will radio for help if you don't neutralize them quickly.

THE ROCKETEER

Although there wasn't a playable version of The Rocketeer available at CES, Bandai was showing a making of the movie video for this Disney summer release. It looks like it might be a hit! Speaking of hits, Legend Of The Diamond, Bandai's new NES baseball game, also showed potential in the early version on display. How would you like to field a team with Roberto Clemente, Babe Ruth and Hank Aaron in the outfield—just for starters? Even if you're not a baseball history expert, Legends has brief career and stat summaries of each player so you can easily form a powerful dream team.

CAPTAIN PLANET

Turner Broadcasting's hit animated show, Captain Planet, will be developed for the NES by Mindscape. We'll let you know more details as we find out!



FINAL FANTASY II

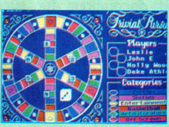
Square's plans for continuing the Final Fantasy saga were released at the CES. Final Fantasy II will be released for the Super NES in the fall (and will be based on the Japanese Final Fantasy IV). Another chapter in the super hot Final Fantasy Legend series will soon be released for Game Boy.

GOSSIP GALORE

THQ'S LIST OF LICENSES GROWS

Although we haven't seen any games from THQ in production yet, they are collecting an impressive list of licenses. New ones announced at the CES include: The Flash, Where's Waldo?, Vanilla Ice, Attack of the Killer Tomatoes and Home Alone. THQ also demonstrated a paint and animation program for the NES for you budding video artists. At this point it looks like you'll have to save your creations on video tape rather than in a battery-backed cartridge memory.

TRIVIAL PURSUIT



The ultimate trivia challenge game, Trivial Pursuit, will soon test your knowledge of arcane facts on the NES. Like NES Monopoly, the electronic version of Trivial Pursuit will add extra features to the board game. Players will be able to create their own "edition" from the 30 categories in the cartridge, including Sports, Music and Movies. Plus, you can play with friends or against 6 computer opponents with their own expertise areas.

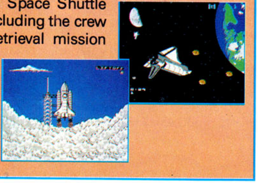
GREG NORMAN'S POWER GOLF

Arcadia Systems Inc.'s new golf software for the NES doesn't really add any spectacular new play possibilities (although it does play well), but it does add the first course design option for an NES golf game. Now you can lay out your own 18 holes, placing the fairways, greens, sand traps and trees. You can then save your course and play it over and over with the Game Pak's battery-backed memory.

SEQUEL RUMORS

Capcom is thinking about doing a fourth big screen adventure for Mega Man, but haven't decided yet if it will be for the NES or the 16-bit Nintendo system. Another adventure starring super spy Golgo 13 is in the wind from Vic Tokai. The long awaited sequel to the classic Tecmo Bowl will soon be available— Tecmo Super Bowl. Other games in the works from Tecmo include Ninja Gaiden III for the NES and Tecmo Bowl for Game Boy.

SPACE SHUTTLE SIMULATOR



Several stages of Absolute's Space Shuttle Game were available at CES, including the crew boarding sequence, satellite retrieval mission and landing. Absolute's game designers have been wading through NASA's mammoth instruction manual for the actual shuttle to get ideas for the game.

PAK WATCH

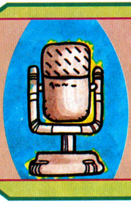
NES PLANNER

COMING SOON

Bard's Tale
Beetlejuice
Bill & Ted's Excellent Video Game Adventure
Bill Elliott's NASCAR Challenge
Day Dreamin' Davey
Flight Of The Intruder
Hatris
Kiwi Kraze
Legend Of Hero Tonma
Magic Darts
Metal Mech
Mike Ditka's Big Play Football
Mini-Putt
RoboCop 2
Tecmo World Cup Soccer
The Lone Ranger
WURM
Zombie Nation
ZR-1 Corvette Challenge

COMING LATER

Addams Family
Attack Of The Killer Tomatoes
Battletoads
Captain Planet
Darkman
Die Hard
Dragon Warrior III
F-15 Strike Eagle
Final Fantasy II
Godzilla 2: War Of The Monsters
Greg Norman's Power Golf
Home Alone
Legends Of The Diamond
Mega Man 4
Mike Tyson's Power Punch
Ninja Gaiden III
RoboCop 3
The Rocketeer
Star Trek 25th Anniversary
TailSpin
Tecmo Super Bowl
The Flash
Tiny Toons
Treasure Master
Trivial Pursuit
Ufouria
Ultimate Air Combat
Vanilla Ice
Vice: The Project Doom
Where's Waldo
Wolverine



CELEBRITY PROFILE

JEREMY MILLER

Have you heard of a Nintendo video game called "Food Fight?" Well, neither have we. But if there was one, Jeremy Miller and his pal, Kirk Cameron, might just be co-world champions at it.

Jeremy, who is best known as the mischievous Ben Seaver on the popular family comedy "Growing Pains," has engaged Kirk, who plays his older brother on the show, in many off-camera culinary battles over the past few years.

"Ben is a lot like me. We both enjoy practical jokes," says Jeremy. "I don't know how Kirk and I got started, but in the past six years we've managed to use just about every type of food we could get our hands on. Peanut butter, eggs, water, toothpaste—you name it."

Jeremy got his start in acting at the age of six after his mom noticed him imitating scenes from "The Brady Bunch" around the house. His first job was a McDonalds' commercial, but his beginner's luck didn't last long. Jeremy went on more than 350 auditions before eventually landing starring roles on "Diff'rent Strokes," "Punky Brewster" and Charles In Charge."

Acting auditions are a lot like playing Super Mario Bros.," says Jeremy. "You have to be patient and keep on trying, no matter how hard it is. But just like I saved the Princess in 'Mario,' I won my role in 'Growing Pains.'"

Jeremy's major Nintendo challenge lately has been StarTropics.

"It's incredible!" says Jeremy of the tropical island adventure game. "It's a lot like 'Zelda,' only better."

"But the game I like playing most with my family is 'Tetris,'" says Jeremy. "I recently got my highest score, 289,000 on level 18. At this point that makes me the family champ, but I'm not sure for how long because my father's getting pretty good at it."

Jeremy also plays Nintendo games with the stars and producers on the set of "Growing Pains" between takes.

"I taught Kirk how to play Super Mario Bros. around the time it first came out," recalls Jeremy. "Once he learned the basics of the game, he got really good. In fact, he's now better than I am."

In addition to playing Nintendo video games whenever he gets the chance, Jeremy is involved in several organizations which deal with a variety of environmental, health and literacy issues.

Jeremy is a supporter of the United Nation's "World Summit For Children" and an "Honorary First Planeteer" for the ecological cartoon series "Captain Planet and the Planeteers" (soon to be a NES game). Jeremy also is a founding member of "Club Ed," an organization made up of young television celebritites who promote reading and education.

Jeremy also follows sports very closely.

"I'm a big Detroit Pistons fan," he admits. "My friends in Los Angeles give me a hard time for not liking the Lakers but the Pistons are great!"

When asked what his ultimate video game would be, Jeremy replied, "If there were a video game that had all sports on one cartridge, I'd be in heaven."

But until Jeremy gets his wish, his favorite game remains Super Mario Bros.

"Even though Kirk may be better at 'Mario' than I am," laughs Jeremy, "I'm still champ when it comes to food fights!"

NINTENDO POWER™ Bulletin Board

BACK ISSUES

Nintendo Power's most recent issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 7 (July/Aug. '89): Mega Man II, Dragon Warrior, Faxanadu, Strider.
Volume 8 (Sept./Oct. '89): Disney's Duck Tales, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit.
Volume 9 (Nov./Dec. '89): Tetris, RoboCop, Willow, IronSword, Super Off Road, NES Play Action Football.
Volume 10 (Jan./Feb. '90): Batman, Shadowgate, Willow, Double Dragon II, Clash at Demonhead, River City Ransom.
Volume 11 (March/Apr. '90): Super Mario Bros. 3, Silent Service, Pinbot, 720°, A Boy and his Blob, Astyanax.
Volume 12 (May/June '90): Final Fantasy, Super C, Dynowarz, Code Name Viper, Burai Fighter.

Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, NES Play Action Football, Snake Rattle 'N Roll, Kickle Cubicle, Mission: Impossible.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, Solar Jetman.
Volume 20 (Jan.'91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.
Volume 21 (Feb. '91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.

To order your back issues, use the form at the front of this issue.

SPECIAL SET OFFER

Available only as a set, the six issues from our first year cover games that are just as great now as they were then. You won't find these issues at newsstands, and you won't find information like this anywhere else:

—In-depth reviews of Super Mario Bros. 2, Ninja Gaiden, Castlevania II—Simon's Quest, Zelda II—The Adventure of Link, and Teenage Mutant Ninja Turtles.
—Tried and true tips in Counselors' Corner
—Special strategies in Classified Information

This offer is too good to miss! It's available only while supplies last, so use the form at the front of this issue to order now!

WORLD CLASS SERVICE

The Power of Nintendo begins with great products, and great system maintenance and repair keep the excitement alive. Nintendo now has authorized service centers in all fifty states! To find out which location is nearest to you, call Nintendo's World Class Service Hotline at 1-800-255-3700. Service Representatives can often put you back in game play immediately by troubleshooting the problem over the phone. If you do need service, they'll direct you to the World Class Service Center in your area. When you take your NES or Game Boy to a World Class Service Center, you'll get fast, professional results and quality replacement components.

This month's service tips from the pros: Turn the power to your Control Deck off before you plug in or unplug Controllers.

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Stumped by a game? Call our Game Play Counselors for help between 4 a.m. and midnight Pacific Time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover the best of the new releases. You won't find better maps, tips, or strategies anywhere.

Strategy Guides Now Available:

Volume 13: Super Mario Bros. 3
Volume 15: Ninja Gaiden II
Volume 17: Final Fantasy
Volume 19: 4-Player Extra

Tip Books Available:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

To order the strategy source of your choice, use the form at the front of this issue.

ILLEGAL IMPORTS ARE RISKY BUYS

Since Nintendo of America Inc. announced at the winter CES that it will be releasing a 16-bit Super Nintendo Entertainment System this fall, players have been checking stores everywhere to find out how to get one. In fact, some players just can't wait. Instead of biding time until the U.S. system arrives, they're buying Japanese Super Famicoms that some dealers have imported into the U.S. or Canada without authorization. We agree that it's a great system, but before you rush out to buy one, consider these facts:
—The instructions packaged with the hardware and software are not printed in English.
—Much of the screen text in Super Famicom games is in Japanese, not English. Imagine trying to play complex role-playing games without being able to understand the text. If you didn't know what you were doing it wouldn't be much fun, and our Game Play Counselors wouldn't be able to help.
—These products are not covered by warranty, and there is no authorized repair service for them in the U.S. or Canada.
—Because the Super Famicom is not manufactured for distribution here, it doesn't meet specifications established by the government for our safety. There is no guarantee that it will work once you hook it up, and there is no service center to turn to for help.
—Last—but not least—remember that the U.S. 16-bit system is coming out in a few short months, and there will be plenty of software to go with it. The unauthorized imported Japanese software made for the Super Famicom will not work with the U.S. System, and new U.S. software will not work with the Super Famicom.
The U.S. 16-bit system is on its way—don't you think it's worth the wait?

NEXT ISSUE

REVIEWS COMING NEXT MONTH:

BATTLETOADS: THE COMICS

Meet the frogs of the future! June's issue will have special expanded coverage of the new Battletoads game, but before you see the game, read the special comic strip story of the terrific toads that make it so great.

THE LONE RANGER

Hi ho Silver, and away we go! The legendary masked man and his snow white steed hit the trail in more scenes than you can shake a stick at. And he always leaves 'em wondering, "Who was that masked man, anyway?"

VICE: PROJECT DOOM

An ominous pall hangs in the air, and Quinn Heart suspects a conspiracy . . . a BIG conspiracy. It's really three games in one, and Quinn must uncover the culprits and get to the heart of the matter.

NEW FOR GAME BOY: GAUNTLET II

With all of the great action that made the original so popular, Gauntlet II comes to Game Boy for portable fun. Are you ready for a hauntingly good time? You'll need nerves of steel.

Dear Readers,

As I mentioned earlier, Battletoads has the all makings of a big hit. If you read this month's article about game developers, you know that the entire Battletoads concept came from Rare Ltd., which is based in England. When I toured Rare and showed Daphne a copy of Nintendo Power, she was very impressed. You might notice that Howard and Nester have a new look this month. Don't worry, I haven't given up my bow tie! The Howard & Nester comic strip is being drawn by a new artist, Art Nichols, of New York City. He may be new to Nintendo Power, but he's not new to comics. You can see his work in the Nintendo Comics System produced by Voyager Communications, Inc., where he is a Creative Director. An old hand at Nintendo characters, Art brings plenty of great ideas to the task of producing the monthly strip. Check it out, and let us know what you think.

My good friends from Rare-Chris, Tim and Carole Stamper, and their 300-year-old office.

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